CONTRACT BRIDGE FOR ALL

MILTON · C · WORK

The Laws and Count of CONTRACT BRIDGE At a Glance

TRICK AND GAME VALUES

No Trump 35; Spades 30; Hearts 30; Diamonds 20; Clubs 20; Doubling doubles trick values. Redoubling multiplies them by four. A game is 100 points for tricks bid and won.

THE CONTRACT

The number of tricks bid is the *contract.* Declarer must make his contract to score for any tricks taken. Points for tricks taken are then scored by Declarer below the line, and only for the tricks actually bid and won. A premium for each extra trick (if any) is scored above the line. When the Declarer fails to make his contract, the under tricks are scored by the adversaries above the line.

THE RUBBER

A *rubber* is ended when one side wins two games. The premium for the rubber is 700 points for a two-game rubber and 500 points for a three-game rubber. There is no premium for a single game.

VULNERABLE

A side becomes *vulnerable* when it wins a game; until then, it is *not vulnerable.* Both sides are vulnerable when each has won a game. Premiums and penalties are always scored upon a vulnerable basis when Declarer is vulnerable, whether the adversaries are vulnerable or not.

REVOKE

The revoke penalty for either side is the loss of two tricks for any player's first revoke. One hundred points penalty for each subsequent revoke by the same player.

PREMIUMS

All premiums and penalties are scored in the honor score (above the line) and are classified as follows:

*Honors:	*Points*
4 in one hand	100
5 in one hand	150
4 aces in one hand in No Trumps	150
All other	None

For Winning Rubber:	*Points*
If a two-game rubber	700
If a three-game rubber	500

	Not Vulnerable	*Vulnerable*
Making undoubled contract	nothing	nothing
Making doubled contract	50	100
Making redoubled contract	100	200
Extra tricks (each) undoubled	50	50
Extra tricks (each) doubled	100	200
Extra tricks (each) redoubled	200	400
*Small Slam (bid for)	500	750
*Grand Slam (bid for)	1000	1500

* Doubling does not increase value of Slams and Honors.

PENALTIES

	Not Vulnerable		*Vulnerable*	
Undertrick	*Undoubled*	*Doubled*†	*Undoubled*	*Doubled*†
1st	50	100	100	200
2nd	50	100	200	400
3rd	50	200	200	400
4th	50	200	200	400
5th and each additional	50	400	200	400

† A redouble doubles the doubled value.

AGGREGATE PENALTIES

	Not Vulnerable		*Vulnerable*	
	Undoubled	*Doubled*‡	*Undoubled*	*Doubled*‡
One trick down	50	100	100	200
Two tricks down	100	200	300	600
Three tricks down	150	400	500	1000
Four tricks down	200	600	700	1400
Five tricks down	250	1000	900	1800

‡ A redouble doubles the doubled value.

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CONTRACT BRIDGE FOR ALL

BY

MILTON C. WORK

FIRST HONORARY MEMBER AMERICAN AUCTION BRIDGE LEAGUE; FIRST HONORARY MEMBER HAMILTON CLUB; MEMBER, CARD COMMITTEE, THE WHIST CLUB, NEW YORK; THE RACQUET CLUB, PHILADELPHIA; THE CAVENDISH CLUB, NEW YORK

Author of

"AUCTION BRIDGE COMPLETE"
"BRIDGE POINTERS AND TESTS"
"AUCTION BRIDGE FOR BEGINNERS," ETC., ETC.

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Contract Bridge for All

To

THE TWO MOST ABLE
BRIDGE ANALYSTS I KNOW

WALTER F. WYMAN

AND

R. R. RICHARDS

This Book is Fraternally Dedicated

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INTRODUCTION

Contract Bridge, introduced into the United States during the Summer of 1926, at first made slow headway against firmly entrenched and popular Auction Bridge, but with each succeeding month it gained more adherents. Slowly but surely Auction players began to realize that the new game had attractions that its predecessor did not possess. Take, for example, a dealer with a strong hand facing a strong partner. In Auction all that dealer has to do is to bid one No Trump or one of his "whale of a suit," all his partner has to do is pass; after that very commonplace bidding, the game proceeds and the declaring side reaps the full benefit of all the tricks they make. Their contract and game were secure from the beginning and they may even score a slam bonus, just as effectively as if they had sized up the strength of their hands and bid for it. Rather tame—any child can bid such a hand as well as an expert.

But in Contract all this is different; the dealer must estimate the value of his hand with the utmost nicety and must bid not an obvious one, but two, three or even more. The partner does not merely pass to show satisfaction; he must jump if his hand warrant it—either one step to the next higher rung of the ladder, or a vault toward a slam bid. Then, if the opponents have nothing and always

pass, the dealer again has to decide whether the aviation has reached the greatest height consistent with safety; and unless all these measuring bids are accurate, the maximum reward awaiting the lucky holders is not obtained.

Has not such bidding more skill and more thrill than the placid one No Trump, pass, pass, pass?

The dire predictions that were prevalent at the time of Contract's début concerning the dangers incident to the new game have proven to be unfounded.

Contract does not drive the poor player away from the card table.

The vulnerability feature is not too difficult for the average player to understand.

Contract does not make the rubbers so long that they seem unending (the difference is much less than was anticipated).

So Contract popularity, starting slowly, has gained momentum, until now it promises in a short time to become the most popular of all games. The author knows of no Auction player, regardless of his or her ability, who has played Contract three times with those who understand the game—in other words, given the new game a fair trial—and ever thereafter questioned its lure.

Contract Bridge has developed two conspicuous needs which have grown out of the exacting nature of Contract bidding. They are: first, a practical standard by which a player can swiftly gauge the trick-taking power of his hand and decide what

declaration he should make; second, a set of conventions which will facilitate the interchange of information between partners with negligible danger of misunderstandings.

It would be trifling with the reader's intelligence to claim that any sound bidding system can be reduced to the simplicity of a multiplication table, and made to produce the infallible results of one; but the author ventures to hope that this book presents the simplest Contract system yet devised and one which will produce the best results in a majority of deals—certainly in a much greater percentage than any other system.

Freak deals and "bad breaks" may bring occasional disappointments; but students who read thoughtfully and follow faithfully the precepts in this volume will be amply rewarded by the results obtained on their score sheets and the increase in their enjoyment of the game.

The author acknowledges with appreciation the wonderful help of Mr. Walter F. Wyman in preparing the system this book advocates. The count for suit-jumps is largely his creation, and there is not a chapter in the book that has not been improved by his advice.

The courtesy of The Whist Club in permitting the publication of its official code of Contract Laws is also acknowledged.

EXPLANATION

Any advice given for bidding, raising, etc., applies when the score is "love-all," 0–0, unless a statement is made to the contrary. (In all Bridge literature the term "love," when used in connection with a score, means zero.)

The suggestions herein contained are made for normal hands, and are not expected to hold good for unbalanced distributions such as are frequently encountered when playing the Goulash.

Hyphens between the names or abbreviations of cards mean that the cards are of the same suit; for example Ace-King-Queen-Ten, or A-K-Q-10. When written with commas (Ace, Queen; or K, J) the cards described are not necessarily of the same suit.

An "x" means any card lower than a Ten and lower than any other card shown. For example, A-K-x-x might mean (among other things) A-K-9-8 or A-K-3-2; Q-J-8-x might mean Q-J-8-5, but could not mean Q-J-8-9.

It is common practice, in Bridge diagrams, to designate the four players by the four compass points; the player in dealer's position usually is called South, West is the player on dealer's left, North is dealer's partner and East is on dealer's right.

I

FUNDAMENTALS

In deciding upon the scope of this book it has been assumed that the reader already understands the "mechanics" of Contract Bridge. The great majority of Contract players have been recruited from the ranks of Auction Bridge, and for them rudimentary instruction is unnecessary; those who start without Auction experience will find that an Auction book for beginners will furnish all the primary instruction they need. Both Contractors-de-novo and ex-Auctioneers will discover that, while Contract calls for much that is new in bidding technique, the principles of play are identical in the two games, and that the skeletal construction of Contract is mainly that of Auction on a larger scale. Whether or not the reader has played Auction previously, a few comparisons between Auction and Contract may help to an understanding of the latter.

The two outstanding Contract novelties are Vulnerability and the rule that the Declarer may score toward game only the number of odd tricks named in the bid with which his side obtains the contract. Thus the Declarer in Contract is penalized not only when he bids more than he can make, but also (and perhaps on the whole more severely) when he and his partner obtain the contract with a bid for less than

game and then find that their hands take enough tricks to make a game.

In Auction a bidder may bid two initially to indicate a special type of hand,or more than two for the purpose of pre-empting; he may jump his partner's uncontested bid, or make an unnecessarily high bid over an adverse declaration for the purpose of shutting out the adversary on his left. But, except for some such special purpose, a player will bid only just high enough to obtain the contract because he knows that, his contract fulfilled, he will be allowed to count all the odd tricks he wins regardless of the number he bids. In Contract it is otherwise; for example, at a love score, partners with a game in their combined hands at Hearts, must bid at least four or the game will not be won,[1] no matter how many tricks are taken. Frequently the partners carry the uncontested bidding back and forth between them until they reach a game contract; and if they think they have the making of a slam for which they wish to try, they bid up to six or seven as the case may be.

When unable to bid high enough for game, minimum bidding may produce a higher total score than maximum bidding. In Auction nothing would be lost if a player with the needed strength to fulfil his declaration should jump his partner's suit-bid from one to three; but in Contract, with 3-odd (nine tricks) made, playing at a one-bid of a suit would mean a trick-score of 20 or 30 plus two overtricks each worth 50, while at a three-bid, 3-odd would

[1] Unless declaration is doubled.

mean 20 or 30 per trick. At a love score, there would be no game either way; but a larger total score would be produced by the smaller bid. It must be remembered, however, that a partial score of 60 or 90 is worth much more than a partial score of 20 or 30, and most players are delighted to sacrifice the 100 above the line for the extra 40 or 60 below.

Minimum bidding in Contract is important when a side has a score, because then there is the chance to make game and overtricks at the same time—provided, of course, the opponents do not force up the declaration. Suppose, for example, a side having a score of 40, one partner bids one Spade, the next player passes and the bidder's partner with strength should overlook the partial score and having in mind only the 4-odd usually needed for game at Spades, should jump to three Spades. Twenty points would be lost by such carelessness if the 3-odd were made; but if the contract failed by a trick, the loss resulting from the unnecessarily high jump would be quite heavy. There also would be the risk that the original bidder, properly considering the raise to more than game to be a slam invitation, might bid higher still. Unless a slam seemed probable, nothing could be gained by jumping more than one because 2-odd would have made game. The old adage, "Keep your eye on the score," is ten times as important in Contract as it is in Auction.

In place of the 6-7-8-9-10 trick values of Auction, the Contract values are 20 for Clubs and Diamonds, 30 for Hearts and Spades, 35 for No Trump; but the

old ratios of odd tricks to game remain unchanged—5-odd at a minor, 4-odd at a major and 3-odd at No Trump. A Contract game is 100 points instead of the Auction 30 points. Premiums and penalties are laid out upon a correspondingly large scale as will be seen by reference to the table on page 207. It is merely a case of dealing with higher figures and the Contract player expects to win and lose by larger margins. An Auction player who has been accustomed to rubbers averaging a little less than 400 must realize that in Contract the average will be fully 900; those who play for a stake must regulate its size accordingly.

"Vulnerability" confuses many Contract neophytes because it is a brand new idea and unfortunately its name is far from being descriptive. Vulnerable, which means woundable, seems appropriate enough when it increases the losses for undertricks; but it is clearly a misnomer when it adds to the gains of a successful Declarer. A side is vulnerable when it has won one game; when the games stand one-all, both sides are vulnerable. When the Declarer's side is vulnerable, most of the premiums and penalties have increased value as will be seen by reference to the table of counts. Bear in mind that *it is Declarer's vulnerability that counts.* For instance, Declarer's adversaries score for undertricks; but with Declarer *invulnerable,* undertricks score only at their normal value whether the adversaries are vulnerable or invulnerable. Similarly, Declarer being invulnerable, adversaries vulnerable, a successful doubled contract

would be reckoned upon the invulnerable basis. But when Declarer is vulnerable, penalties and premiums affected by vulnerability are increased regardless of whether the adversaries are vulnerable or invulnerable.

Although Declarer is limited to the amount of his bid in scoring below the line, he scores an allowance for his extra tricks (if any) in his honor column; and the value of extra tricks is increased by doubling and vulnerability. Slams, like game, must be bid for to be counted, and the reward for slams is so great that special slam-bidding conventions have been invented. They will be described in the chapter on that subject.

About the only other distinct novelties introduced by Contract are in the rubber premium and the revoke penalty. Instead of the Auction "bonus" of 250 for all rubbers, Contract allows a "premium" of 500 for winning two games out of three, or 700 for two games to none. Some players, particularly those who are accustomed to scoring a game bonus, find it simpler to say that a side scores a premium of 200 for winning its first game and 500 for its second.

Although the law concerning the rubber premium is clearly stated, there are some who seem to go out of their way to misinterpret it. We hear of refusals to allow the 700 on the ground that the losers have made a partial score or have scored a heavy penalty for undertricks, or even because the winners did not win the rubber in two deals. None of these things has anything to do with the case; the allowance of

700 is for winning two games before the opponents win one.

The revoke penalty consists of two tricks for the first revoke, but 100 points instead of tricks is the allowance when a subsequent revoke is made in the same deal by the same player.

Besides the enlarged values of tricks, rubbers and slams, nothing less than four honors in one hand figures in the honor score, and nothing less than 100 is scored for honors; there is a premium (increased by vulnerability) for making a doubled contract, but no premium, whether vulnerable or invulnerable, for making an undoubled contract.

Undertrick penalties are increased by doubling and vulnerability. The penalties for a one-trick "set" are: for an invulnerable undoubled Declarer, 50 points; for an invulnerable doubled Declarer, 100; for a vulnerable undoubled Declarer, 100; for a vulnerable doubled Declarer, 200. When the set is two tricks, the respective penalties are 100, 200, 300 and 600; and for a four-trick set 200, 600, 700 and 1400. The reason for this ascending scale is that, without severe penalties for overbidding, there would be too much "flag-flying"; the weaker side too often could prevent the winning of a game by their opponents at the expense of a relatively light penalty and be gainers by the transaction.

The Dealer's first concern when he picks up his hand is to get his side into a game-going contract if game is in their cards. He is careful not to pass when he has even the minimum strength for a one-

bid; and knowing that his partner can jump or raise from two to three on less strength than is required to raise from one to two, and from three to four on less strength than from two to three, the original bidder will bid more than one when his cards warrant it. The partner in his turn will not fail to jump or raise when a game contract is in sight and he has the strength to go on. In Auction, at a love score, a side that has the cards to make four Hearts would be glad to get a Heart contract as cheaply as possible. A final bid of one would be sufficient; but at Contract such bidding would be penny wise and pound foolish because going on to four would result in a game, while stopping short would produce only a partial score below the line and a relatively valueless premium for extra tricks above the line.

In Contract, accuracy in the size of the bid is almost as important as selecting the proper declaration. For a Contract player to bid one when he should bid two, is as serious an error as for him to bid two when he should bid only one.

Dealer having made a bid that is not a game-goer and second hand having passed, dealer's partner with a strong hand dare not pass and await developments. His proper procedure may be to shift to another declaration, or it may be to jump the original bid. If jumping is in order, he should know whether the value of his hand warrants a jump of one or more. All this being the case, it is manifest that players must have some dependable rules by which to gauge the bidding strength of their hands; and, when they

have a choice between two or three possible declarations, be in position to select the better or best. In Contract, accuracy in bidding spells success.

The honor-value of a hand merits consideration, of course, but not when compared with its trick-taking ability; a possible honor score has weight only when the scales are otherwise balanced between two sound declarations.

CONTRACT CONVENTIONS

Auction Bridge conventions had become pretty well stabilized when Contract came into the field. But during the first six or seven years of Auction there was much discussion concerning the pros and cons of various bidding plans that were suggested. In the end the test of experience decided the issue; sound conventions were adopted, unsound ones rejected. With the advent of Contract and its new features, convention-mongering broke out afresh. The importance of precise hand-valuation gave rise to a flock of new systems for arriving at trick-taking capacity. Some of these systems present novelty and impracticability in about equal proportions; others are fairly sound in their conclusions, but too complicated to be memorized or applied by the average player. The author feels that by combining practical experience at the Contract table with study in collaboration with noted experts who have specialized in Contract, he has been able to evolve a bidding system which is at once simple and sound; uncomplicated by the use of fractions.

In Auction Bridge many unsound methods for determining how many tricks a given hand might be expected to take "got by" under the relatively unexacting requirements of that game, only to fail miserably when applied to Contract. Yet there is a plan, consistent in its various parts, effective in practical application, and simple enough to be learned and used by the player of moderate ability and limited experience. Such a plan it is the purpose of this book to unfold.

II

APPRAISING HANDS FOR BIDDING

When a player is to make an original bid, his declaration may be one or more No Trumps or one or more of a suit; when the original bidder's partner has his turn, he may pass, jump the original bid, overcall a No Trump with a suit-bid, or overcall a suit-bid with another suit or No Trump. To know which declaration to make under any one of these various circumstances, the player must understand how to appraise the bidding value of his hand; and the method of appraisal varies with the circumstances.

Regardless of what particular system of Contract bidding the individual may favor and employ, he must concede that the very nature of Contract turns the spotlight on every bid made; and that accuracy in showing the exact strength of the bidder's hand is of vital importance—of far greater importance than in any bidding that Auction Bridge has ever known. There are many who have played Auction for years and managed very satisfactorily without counting their hands to a nicety; but who find that in Contract their system—or lack of system—leaves their partners without that definite information which is so essential in the newer game.

Furthermore, it is now generally recognized that

the same yardstick cannot be used in Contract to measure the value of a hand for bidding No Trump or jumping partner's No Trump, and also for bidding a suit or jumping partner's suit.

Supposing your partner has bid one No Trump and that you are deciding whether you should pass or jump to two or three. Whatever your strength might be in Spades, Hearts and Diamonds, if you had the Queen or Jack and two other Clubs, that Queen or Jack would be an element of assistance; and it goes without saying that in bidding No Trump originally, a Queen or a Jack of any suit is a distinct asset. On the other hand, if your partner bids a Spade, the Queen and two little Clubs has but little assisting value for that bid, and the Jack and two small Clubs has no appreciable value whatever; so when deciding upon the jump of a partner's bid, in appraising a Queen or Jack your valuation must be materially affected by whether the bid has been one of the other suits or a No Trump. Also, in bidding a suit originally, neither the Queen nor Jack of another suit could be considered much of an asset, but the presence of either card might affect No Trump bidding.

There are many other cases of different values for the same cards, depending upon whether No Trump or a suit is to be bid or jumped. An Ace and King or a King and Queen of Clubs or Diamonds might have much greater value for No Trump if one were held in each suit; but they almost surely would add more strength to a hand whose holder was bidding

or jumping a major if both were held in the same suit.

A King is obviously more valuable when considering No Trump bids or jumps than when considering suit bids or jumps. In the latter case it is subject to the danger of a second-round ruff; in the former, no such danger exists.

These and many similar points have not seemed so important to Auction players who have found it easier to use the same standard of high-card values for both suit contracts and No Trumps. But in Contract these same players find that if they use a common standard for both trump and No Trump declarations, they are inaccurate in one or the other, possibly in both; and in Contract inaccuracy is an unforgivable fault.

In particular, Contract seems to have demonstrated that may Auction players have underestimated the value of a King which frequently has been rated as worth half as much as an Ace, two guarded Kings having been considered the equivalent of one Ace. Anyone who entertains such a theory should watch the result of a number of No Trump hands to note what percentage of Kings take tricks. Such examination will demonstrate the unsoundness of quoting a King as a half with an Ace as one, or of figuring in a general way that it takes two Kings to equal one Ace; because it will be found that one hundred Kings—regardless of whether held in dummy or closed hand—will take many more than fifty tricks. If you were playing a No Trump, would you sooner

have your dummy put down two Kings or one Ace? If you were determining whether to bid a No Trump, would you consider two Aces or four Kings the stronger?

In formulating the "counts" which the reader will find to be an essential feature of the system herein advocated, the author has sedulously avoided the use of fractions. Hand valuations doubtless can be stated just as accurately in terms of fractions and mixed numbers as in terms of whole numbers; but it should need no argument to demonstrate that whole numbers are easier to memorize and that they lend themselves more readily to a player's necessary mental arithmetic.

DIFFERENCES BETWEEN NO TRUMP COUNTS AND SUIT COUNTS

In bidding an original No Trump, certain numerical values are assigned to individual high cards, and the sum of those values is the "count" of the player's hand. Whether the player shall pass, bid one, or bid more than one, depends upon that count and upon the way the strength is distributed among the four suits.

In deciding whether to advance the No Trump (or how far to advance it) the no trumper's partner uses the same count, with one additional item fully explained in the description of No Trump jumps.

In deciding whether to make an original suit-bid and if so whether the bid should be one or more, no count is used; the player merely sizes up his high-

card tricks and probable additional tricks and is governed by the number of such tricks. The only other limitation is that—except in one most unusual situation—a suit of less than four cards is never named originally. In advancing partner's suit-bid, the hand is accurately appraised as to four elements of strength; high cards, number of cards of partner's suit, ability to ruff and long-strong side suits.

The method of rating a hand for taking partner out of a suit-bid into No Trump is the same as rating for an original No Trump; and the basis for over-calling partner's No Trump with a suit-bid is a matter of general considerations which will be explained in the chapter on that subject, the take-out with a major suit being governed by considerations which differ materially from those which govern minor take-outs.

Before starting to explain these various methods of appraisal, this branch of our subject must be completed by stating that many hands qualify for both a No Trump bid and a suit-bid. When that is the case, the selection usually hinges upon suit distribution and whether the biddable suit is a major or minor. Generally speaking, an evenly divided hand is better adapted to a No Trump; while long and short suits are apt to make the naming of a long suit the better bid. When the choice between No Trump and a suit is at all close, the bidder should lean toward No Trump rather than a minor, and toward a major rather than No Trump—that is, when the bidder's side has no score. The reason for this last remark is a simple one: Other things equal, it is easier to

make a given number of tricks, frequently one more, with a trump than without one; but it is much easier to make nine tricks without a trump than it is to make eleven tricks with one. Of course, the reader is mindful of the fact that from a love score game means nine tricks (3-odd) at No Trump, ten (4-odd) with a major, and eleven (5-odd) with a minor.

III

SLAM BIDDING

When players are first introduced to Contract, they are apt to consider bidding for slams the most important feature of the game. A glance at the schedule of slam premiums, revealing rewards running from 500 to 1500, impresses the uninitiated with the idea that knowing when to bid for slams is the Contract player's greatest asset. So when Contract was first introduced, it was only natural that all sorts of schemes should be devised to enable partners to reach slam contracts. Some of these early efforts at slam-reaching conventions have been discarded as worthless; those that have survived may be grouped under four general heads.

(A) Making an original bid meaningless as far as the suit named is concerned but giving by it some specific meaning concerning the general strength of the hand; or having it mean merely the Ace of the suit named. The intent of such a bid is that this information may enable the partner to bid a slam or at least to give return information which eventually may lead to a slam bid by one or the other of the partners.

A certain small percentage of hands work effectively under such artificial systems, and certain types of players derive great satisfaction from developing

their hands along such lines; but players who use such conventions have too many misunderstandings and consequent catastrophes. The thrills of slam-bidding of the (A) type are purchased at too high a cost, the occasional big premium being paid for at ten times its value in penalties produced by over-bidding and failures to score games and rubbers that otherwise would have been made easily. The inadequate information conveyed by this artificial system is apt to cause overbidding; and overbidding, plus the failure to convey needed information in a logical way, accounts for the lost opportunities to win games and rubbers. When trying for slams, bidding which shows exact strength usually meets the situation better than Ace showing or general-strength showing; although in a few situations which will be explained later, it may be advisable to show an Ace after a game-bid has been made from a love score, or a bid of more than game from any score. To start the bidding by Ace showing rarely gains and often loses; two or three No Trumps, or two, three or four of a suit, make it safer for a partner to hop off for the ethereal slam regions than any bid of the arbitrarily conventional type possibly can.

A specious, although at first thought appealing, argument is that by starting with low bids there is more chance for responsive bids by the two partners and consequently more opportunity for slam holdings to be developed. No arbitrary "series" bidding, meaningless as to length of suit, number of suits stopped, etc., or bids for mere Ace showing, can

compare in the long run with giving definite and accurate information about the characteristics of the bidder's hand.

(B) The second slam convention worthy of notice is having it understood that as soon as both partners have named the same declaration, the only question thereafter should be how high to bid for that contract; and subsequently that bids in other suits should show nothing except an Ace in the suit named.

No convention ever caused more losses than this one. It prevents the showing of both suits of a two-suiter after the partner has supported the first suit, because bidding the second suit shows merely an Ace, not length. The partner may be in a similar position because he may have assistance for the first suit named, and yet hold another suit that might be a more satisfactory declaration for the twenty-six cards of the two hands. With a love score, until three No Trumps (in some cases not even then), four of a major or five of a minor, has been bid, the bidding of another suit should mean length and willingness to play that suit and not merely a suit that is headed by an Ace. What the partners should be striving to do primarily is arrive at the declaration best adapted to the combined hands and to decide whether game should be bid in that contract.

(C) The third scheme is bidding a suit previously named by the adversaries to show that no tricks would be lost in that particular suit, and that the bidder's hand as a whole looks like a slam at partner's best suit; or, if partner has not bid, in any one of

the other three suits. This plan has value in rare cases; it is considered unethical by some but only a few object to it upon that ground, the objection more generally heard is that the opportunity to use the raise of the opponent's suit occurs so infrequently that it is advisable to employ it merely with its Auction Bridge meaning (i.e., as the equivalent of an informatory double).

An example of how the adverse-suit bid is employed with its Contract significance would be: South one Heart, West two Clubs, North three Clubs. North's bid would mean either: no Clubs, the singleton Ace of Clubs, or the Ace-King of Clubs. In other words, North would be announcing that at a Heart contract North and South will lose no Club tricks and that North's total strength makes a slam in Hearts look probable.

This convention is frequently misused as follows: Suppose South bids one Spade, West two Hearts, and North holds:

♠ x-x-x-x
♡ None
◇ A-x-x-x-x
♣ x-x-x-x

For North to bid three Hearts would announce that no Heart tricks would be lost with Spades the trump, which is unquestionably true; but it also would announce a slam probability which does not exist. If South had started with a bid of two Spades and North's holding included any high card in addition

to the Ace of Diamonds, then the Heart overcall would be fully justified because the indicated slam probabilities would be there.

In addition to chicane, a singleton Ace, or an Ace-King doubleton of the adverse suit, Ace-King-x or Ace-King-x-x may be relied upon as insurance against losing tricks in that suit because under such conditions it is unlikely that partner will have more than two small cards of it; but to trust to an Ace with one or two small would be unsound. When one partner has not declared or has bid No Trump, it would be a very unusual holding that would justify the other in overcalling the adverse suit with a higher bid in it. However, such opportunities do occur, and when the bid is made under either of these conditions, it means: "None of that suit here, partner, but enough strength in the other three to make a slam in your strongest suit probable." This raise of the adverse suit in the absence of a previous suit-bid by partner should not be made except with a 5-4-4 division of and great strength in the other three suits.

(D) The fourth slam convention to be noted is that any bid for *more than game*, such as four No Trumps at a love score, or three of a suit with a score of 60, is a slam invitation. This convention is unobjectionable from any standpoint.

Strength for an original four No Trumps or five of a major suit is rare except when playing the Goulash; consequently most bids for more than game are made originally when the bidder has a score, or by a jump of partner's bid.

A bid for more than game "sets" the Contract and the partner may advance the bid one for each sure trick in his hand not previously announced;[1] if he has not previously bid, he may bid any suit containing an Ace or, when the contract is No Trump, a King and Queen, regardless of his length in that suit. Ace showing has been so much abused, however, that some decline to use it under any conditions; and confine their raises to the "set" suit—a simpler although at times not as informatory a method.

Ace showing, regardless of length of suit, may be advisable:

(*a*) After a bid by partner of more than game;

(*b*) After a game-bid from a love score by partner, but in that case only when the indicated Ace is accompanied by such other strength that the slam seems probable.

Slam bidding may be divided into two classes; at No Trump and at a suit contract. Each of these types of slam bids is considered in its proper place in the chapters covering No Trumps and suits, respectively.

For slam bids at No Trumps see page 48.

For slam bids at suits see page 108.

[1] Except as explained on page 116.

IV

NO TRUMP BIDS

To bid an original No Trump the hand of the bidder must fulfil two separate and equally important requirements; (*a*) it must have the number of stopped suits that are called for by the size of the bid, (*b*) it must have the minimum high-card No Trump count that the size of the bid requires.

We shall first consider No Trump bids and jumps up to the maximum (three) which would be made from a love score by partners bidding for game. No Trump bids made by partners who are strong enough to consider the advisability of trying for a slam (a difficult contract to fulfil at No Trump) will be treated under the head of Slam Bidding at No Trump, page 48.

To bid an original three No Trumps every suit (all four) must be stopped.

To bid an original two No Trumps, generally all four suits should be stopped; but in certain exceptional instances, fully explained on page 29, three suits stopped is sufficient.

To bid an original one No Trump, at least three suits should be stopped.[1]

For the purposes of No Trump bidding, a suit is stopped when the bidder holds such cards in it that

[1] For one possible exception, rare and rather unimportant, see page 33.

he surely can take at least one trick in that suit if it be opened by the initial leader. In other words, the bidder, if he obtain a No Trump contract, is *insured against having his adversaries open and "run"* that particular suit. Suits are stopped in this sense when they are headed by any of the following:

Ace
King and one other
Queen-Jack and one other
Queen and three others
Jack-Ten and two others
Jack and four others

THE NO TRUMP COUNT

In determining upon the No Trump count an earnest effort has been made to evolve a combination of values for high cards that will be the simplest to learn, the easiest to use and yet produce the most satisfactory results. To arrive at the "count" of a hand for bidding an original No Trump, use the following figures:

Ace	4
King	3
Queen	2
Jack	1
Two Tens	1

That is, each Ace in the hand is counted 4, each King, 3, etc.; and the total count of the hand is the sum of those values. A hand containing one Ace (4), one King (3), one Queen (2) and one Jack (1) would

count 10; add two Tens to the cards mentioned and it would count 11; add one more Jack and it would count 12, etc.

It will be noted that single Tens are not counted; this is to avoid the use of fractions which are always objectionable, as one Ten would have to be counted one-half unless the size of the whole scale were doubled. If the importance of counting single Tens outweighed the advantage of simplicity (which it does not), the No Trump counts might be made Ten 1, Jack 2, Queen 4, King 6 and Ace 8; but that would be an unnecessary complication.

ORIGINAL BIDS OF ONE NO TRUMP

An original bid, of course, is the first bid made; consequently it may be made by dealer, by second hand after dealer has passed, by dealer's partner after two passes, or by fourth hand after three passes. A No Trump bid of one, regardless of the position at the table in which it is made, calls for at least three stopped suits;[1] the count needed depending upon the bidder's position, as follows:

Dealer (South)	13
Second Hand (West)	12
Third Hand (North)	14
Fourth Hand (East)	15

There is a further stipulation for fourth hand; in addition to a count of 15 or more he must have strength or length (four cards) in both majors to

[1] One infrequent exception, see page 33.

minimize the danger of a successful adverse secondary major bid if the deal is not passed out by him.

It will be noted that four different figures are given for the four positions at table; showing that different degrees of strength are called for, depending upon what the other players have done or not done. A difference of one point would be represented by a Jack or two Tens; of two points, by a Queen, two Jacks, a Jack and two Tens or four Tens; while fourth hand would have to hold at least a King or its equivalent more than second hand's minimum.

Other theorists are inclined to follow Auction practice and admit dealer to the bidding on the same terms as second hand and make the count 12 for both; but second hand is in a somewhat stronger position because one of his opponents has disclosed the fact that he lacks bidding strength, whereas the dealer must assume that the outstanding strength is evenly divided among the other three players. Those who would put dealer and second hand on a par have based their argument upon the premise that each of the four players may be expected to hold one-quarter of the high-card strength; and consequently that dealer may look for just as much help from third hand as second hand can expect from fourth hand. This theoretical even division of quarters is sound enough before anybody has looked at his cards, but it becomes a mathematical absurdity after even one player is known to have more or less than his one-quarter share of strength. As our one-quarter theorists do not qualify their proposition in

any way, they appear to be asking us to believe that one player might hold either a bust or four Aces and four Kings and still expect each other player to hold an average hand.

The proper way to state the case is to say that dealer may expect his partner to hold *one-third* of the strength *not in dealer's hand;* and that after dealer's pass, second hand may expect his partner (fourth hand) to hold something better than one-third of the outstanding strength.

The conviction that dealer needs more strength for an original bid than second hand, is fortified by another consideration. A light original No Trump when made by a dealer is subject to one danger which, while still there, is not as apt to become a reality when the bid is by second hand after dealer's pass; after dealer's No Trump there is the possibility of an informatory double by West, the adversary on dealer's left, a pass by North and a business pass by East. This may occur when North has a bust and when both West and East are strong; the resultant penalty is apt to be very heavy. But while the business pass by South of North's double is a possibility after an original pass by South and a No Trump by West, it rarely happens. South having passed, North is less apt to double; there is less chance that East has a bust, and comparatively little probability, even if North double, that South will be strong enough for a business pass.

The limit for an original No Trump by North is the same that has been used successfully in Auction

Bridge. 14 is about the equivalent of an Ace better than an average hand; and if a Dealer is to pass with 12, it is not safe to make the limit for a third hand bid any higher than 14 because a count of 26 between partners is too high to pass, and that count might be held and passed if the third hand limit were made 15 as many think advisable. (That is, South might pass with 12 and North with 14.) It must be realized that North, because of South's pass, is in somewhat weaker position than South for an original bid, and he requires more than South instead of less. When South passes initially, West has a picture of enemy weakness on his right; when South and West both pass, North has a picture of partner's weakness and the enemy strength appears to be concentrated in the dangerous position on North's left.

That North needs more strength than South or West for an initial bid is self-evident; but whether the limit for East should be 14, 15 or 16 is a question. Very frequently a bid with 14 works most successfully and that bid, with strength in both majors, is attended with little risk for a non-vulnerable expert; but there are many who shudder at even so light a fourth hand opening as 15. The more we delve into No Trump bidding at Contract, the more it seems that fourth hand after three passes needs only a shade more strength than third hand after two passes.

In Auction there is always the danger, when East makes an original No Trump bid on a 14 or 15 hand, that game for the opponents will result; not because

North and South, neither of whom was strong enough to bid even one on the first round, would feel justified in making what would be a game-bid in Contract, but because one of them being strong enough to bid two of a major, and East not being able to rebid, a fortunate combination of North and South holdings would give them ten tricks.

In Contract North and South probably would not bid at all, and if they did would not dare to bid for game; so the worst result to be expected from a light original No Trump by East would be a partial score for North and South, and the possibility of that, although to be prevented if possible, should not interfere with an East bid which may lead to game for East and West.

The expert East will gain oftener than lose by bidding on a 15 hand, especially when his holding is divided 4-3-3-3 or 4-4-3-2. At least he is certain that there is not a made-up suit in the leader's hand waiting to be run, whereas North cannot be sure of that as he is bidding *before* East has a chance to declare.

The following hands illustrate the theories for original No Trump bids which have just been discussed:

(1)	(2)	(3)	(4)	(5)
A-x-x	A-x-x	A-J-x	A-J-x	A-Q-x
K-x-x	K-10-x	K-10-x	K-10-x	K-10-x
Q-J-x-x	Q-J-x-x	Q-J-x-x	K-J-x-x	K-J-x-x
J-10-x	J-10-x	J-10-x	J-10-x	J-10-x

No. 1 counts only 11 and consequently is too weak

for a bid in any position. Its counts are: Ace 4, King 3, Queen 2, two Jacks 2—nothing for a single Ten.

No. 2 counts 12: Ace 4, King 3, Queen 2, two Jacks 2, Two Tens 1. Second hand (West) should bid with it, but South, North or East should pass.

No. 3 counts 13 and could be bid by South (dealer) or West, but not by North or East.

No. 4 counts 14 and so could be bid by any player but fourth hand (East).

No. 5 counts 15 and would be a good bid for any player at the table.

ORIGINAL BIDS OF TWO NO TRUMPS

That two No Trumps should be bid originally, from any position at the table, with a count of 17 and four suits stopped, unless the hand contains a better suit-bid, is granted by all; but on the subject of bidding two No Trumps with greater strength and only three suits stopped, there is not quite the same unanimity. Some players make it an invariable rule not to bid two No Trumps originally unless they have all four suits safely stopped, no matter how strong their hands may be otherwise. Conservatism applauds this doctrine; but when a player has three suits stopped with at least three cards or Queen-x or Jack-x in the fourth, and a count of 19 or more, it is sounder to bid two No Trumps than only one.

It is dangerous to start so strong a hand with a bid of only one No Trump because the partner may have the strength to jump from two to three (which needs

a count of 6) but lack the strength to jump from one to two (which needs a count of 9). When the holder of a No Trump hand with a 19-count refuses to bid two because only three of his suits are surely stopped, and his partner holds a count of 6, 7 or 8, the total count of both hands is 25, 26 or 27. In the vast majority of cases, two hands with so high a total between them will produce nine tricks at No Trumps; but if the 19-count hand bids only one, the 8-count partner would pass and allow the deal to be played at one No Trump.

But both sides of the picture must be viewed: the no trumper's unstopped suit may be a doubleton with a worthless spot card at the top, and his partner may be unguarded in the same suit; if so, a count of 6, 7 or 8—even when facing a 19-count—might not furnish enough strength to negotiate successfully a three No Trump contract. Of course Queen-x or Jack-Ten-x does not insure that a partner with a count of 6 will stop the suit, but it vastly increases the probability of his being able to do so. Three small cards of the suit as compared with two small, does not in any way increase the probability of its being stopped by partner, but it does materially decrease the chance that the leader will open it. So, granting all the advantages of the two No Trump bid with a 19-count, it must be classed as too dangerous a declaration to be ventured with a worthless doubleton.

Illustrations of sound and unsound two No Trump bids follow:

	(1)	(2)	(3)
♠	A-K-x	A-x	A-J-10-x
♡	K-Q-x	K-J-10-x	A-Q-10
◇	K-10-x	A-J-10	A-K-Q
♣	J-10-x-x	K-x-x-x	x-x-x

	(4)	(5)	(6)
♠	A-Q-x	A-x	A-J-x-x
♡	A-J-x	Q-J-x-x	A-Q-10-x
◇	K-10-x	A-J-10	A-K-Q
♣	J-10-x-x	K-10-x-x	8-x

Nos. 1 and 2 both have four suits stopped with counts of 17; No. 3 has only three suits stopped but has three cards in the defenseless suit and a count of 21. Two No Trumps should be bid on all three of these hands as a bid of only one has a good chance of being passed by a partner who has game-going support. Nos. 4 and 5 count only 16 (one short), and No. 6, although counting 20, has a doubleton headed by a spot card. One No Trump should be bid with Nos. 4 and 5; two Hearts with No. 6.

The following hands contain high counts and, although each has one suit not safely stopped, two No Trumps is the bid recommended for all of them because in each case the unstopped suit contains some No Trump assistance.

	(7)	(8)	(9)
♠	A-J-10	A-J-x-x	A-J-x-x
♡	A-K-10	A-K-10	A-K-10
◇	A-Q-x-x	A-Q-x-x	K-Q-10-x
♣	J-x-x	Q-10	Q-J

ORIGINAL BIDS OF THREE NO TRUMPS

The three No Trump bid is really the simplest of all because there are no exceptions to complicate it. In any position at the table bid three No Trumps with a hand that has four suits stopped and a count of 21.[1] There are some who will not make the bid unless they have every suit stopped twice; such players do not bid three originally very often and miss many games by their excessive conservatism. Others who bid with a single stopper in one or two suits insist upon having an Ace or a King in each of the four suits; but that requirement is equally unreasonable. Queen-Jack-Ten-x is a more valuable suit for a No Trump than many headed by Ace or King. A count of 21 is the equivalent of two Aces, two Kings, two Queens, two Jacks and two Tens; and a hand with that strength is of three No Trump calibre even with one suit stopped only once.

	(1)	(2)	(3)
♠	A-J-10-x	A-Q-J	A-x-x
♡	K-Q-10	K-J-10	A-x-x
◇	Q-J-9-x	Q-J-10-x	A
♣	A-K	A-Q-x	A-K-Q-J-10-9

	(4)	(5)	(6)
♠	A-x-x-x	A-Q-x	A-J-10
♡	K-Q-10	K-J-10	A-J-10
◇	Q-J-10-x	Q-J-10-x	K
♣	A-K	A-J-x	A-K-Q-x-x-x

[1] Occasional hands occur with which a suit-bid is preferable to three No Trumps, due to the presence of four or five suit honors or a dangerous (although stopped) suit, such as a singleton Ace or King-x. These are not really exceptions to the rule; the No Trump qualifications are there, but there happens to be a better bid.

Nos. 1 and 2 are both unquestioned three No Trump bids; they have the requisite count and all four suits stopped twice; No. 3 has three suits stopped only once but it has nine sure tricks, it would be absurd for its holder to bid less than three No Trumps; it illustrates the folly of the restriction requiring two stoppers in each of the four suits. Nos. 4 and 5, each with four suits stopped, are short of the count; and No. 6, while having the count, should be bid Clubs instead of three No Trumps, because of the singleton King of Diamonds which might be captured and a long Diamond suit run.

TWO-SUIT NO TRUMPS

This is a type of holding which requires careful consideration because it involves theories which do not apply elsewhere; it is the only case in which bidding No Trump should be considered with less than three suits safely stopped. Fortunately hands calling for the bid rarely occur; generally one of the two strong suits will have four cards and then, with the other two unstopped, a suit-bid—not a No Trump—should be made.

But such hands as the following do turn up to embarrass their holders.

	(A)	(B)	(C)
♠	A-K-x	A-Q-J	A-K-Q
♡	A-K-J	A-K-J	A-Q-x
◇	x-x-x	x-x-x	x-x-x
♣	x-x-x-x	x-x-x-x	x-x-x-x

When four or more high-card tricks are furnished by two suits both shorter than four cards, the hand in Auction is deemed too strong for a pass and, there being no suit-bid available, a No Trump is recommended. That is reasonably safe in a game in which the one No Trump is apt to be the final declaration; but in Contract the original bidder's partner is liable to jump to three No Trumps and, with two defenseless suits in the original hand, such a jump is very dangerous. When one No Trump is bid with three suits stopped and the partner jumps to three (as he will with a count of 12), it is not a certainty that he will stop the no trumper's defenseless suit; but the odds that he will do so are so long that the risk is fully justified. But bidding with two unstopped suits is a different story; partner may not have both suits stopped, and yet with a count of 12 be fully justified in his jump to three No Trumps. So it is evident that two-suit no trumpers should not be bid as freely in Contract as in Auction; but when a hand contains a holding stronger than four high-card tricks with no minor bid, like hands A, B and C above, one No Trump should be risked. It is dangerous but it must be a No Trump or a pass and with this strength a pass is apt to be the surrender of a game-going opportunity.

When a hand contains a four-card minor headed by a Ten or better, so that any honor in dummy will stop the suit, the holder should bid one No Trump when his two short majors contain exactly four high-card tricks; for example, the following hands.

	(D)	(E)
♠	A-K-x	A-Q-J
♡	A-K-x	A-K-x
◇	10-x-x-x	J-x-x-x
♣	J-x-x	x-x-x

But in any one of the five cases above given (A to E) all of which have the requisite count for a No Trump rebid if partner jump to two No Trumps, such rebid would be attended with grave danger; partner's count of 9 doubtless stops one of the unprotected suits, but the other may be wide open.

It must be appreciated, however, that unless prepared to chance the rebid to three No Trumps, the original one No Trump is not apt to be more than a partial-score producer. True, partner will bid three with 12; but when South has a count of 15, North does not often have the requisite count for the double jump.

Bidding major suits of less than four cards is unsound; consequently a suit-bid with any of the hands above given is barred. When, however, one of the short strong suits is a minor, an alternative, somewhat dangerous but possibly less venturesome than a No Trump, presents itself. A minor one-bid should be made by dealer or second hand with either (F) or (G):

	(F)	(G)
♠	A-K-x	x-x-x
♡	x-x-x	x-x-x-x
◇	A-K-x	A-K-x
♣	x-x-x-x	A-K-x

The writer has always argued against an original bid of a short minor suit in Auction; in Contract he strongly condemns the type of bidding (called by some "invitation") in which it is understood that partner must bid over every initial minor one-bid; forcing a partner to bid two of the minor if he has a bust holding might work disastrously in this case, but our suggestion that a minor be bid is not predicated upon the assumption that it will *force* partner to bid. It goes without saying that the possibility that partner will jump a short minor to game is a menace, but the chances are that if he make a four-jump he will have great length in the minor he is jumping.

Third or fourth hand should not make an original bid with a hand of the (F) or (G) type; but a dealer or second hand has an embarrassing choice between passing and bidding either one No Trump or one of a minor. The minor seems a shade less venturesome than either of the others; but when either or both of the defenseless suits contains a holding which will be a stopper with a little aid from partner, the No Trump has a greater measure of safety and probably should be selected. One No Trump or one Club should be bid with either (H) or (I). With (H) one Club seems safer, but with (I) the high major intermediates justify a No Trump.

	(H)	(I)
♠	10-x-x	10-9-x-x
♡	9-x-x-x	J-x-x
◇	A-K-x	A-K-x
♣	A-K-10	A-K-J

NO TRUMP JUMPS

This heading covers the situation which arises when a player bids an original No Trump, the opponent whose turn comes next passes, and the bidder's partner contemplates increasing the original bid. (See tabulation on page 42.) A raise of partner's one No Trump after a suit-bid by the intervening adversary may be made with jumping strength provided the raiser has at least one sure stopper in the adverse suit. E.g., "one No Trump, pass, two No Trumps" would call for the same count as "one No Trump, two Hearts, two No Trumps"; but in the latter case the raiser must have Hearts stopped at least once. When the bidding is one No Trump, two of a suit, and the partner of the No Trumper has the suit stopped once and the minimum count for a jump to three, conservatism would suggest that the bid be two, but with two stoppers in the adverse suit, bid fearlessly.

In all No Trump jumps to a game or lower bid the same high-card count is used as in original No Trump bids, except that an additional 1 is allowed for a five-card suit headed by Ace, King or Queen; 2 for a five-card suit headed by two of these honors; and 3 for a five-card suit containing all three top honors. In other words, the three highest honors are counted twice in No Trump jumps when they are contained in five-card suits, and these extra counts for long suits with top honors therein are *in addition* to the normal 4, 3, 2 counts allowed for Ace, King and Queen respectively.

JUMPS OF ONE NO TRUMP

When an initial one No Trump is bid by dealer (South) or second hand (West), the jumper needs more strength than when an original bid is made by North or East. While there is a slight difference between the strength requirement for No Trump bids by South and West, and also between bids by North and East, those differences are not sufficient to call for distinctions between North and East jumps or between South and West.

North or East should jump partner's one No Trump to two with a count of 9; South or West would need only a count of 7 for a similar jump. North or East should jump partner's one No Trump to three with a count of 12; but South or West would need only a count of 10 for this jump.

Illustrations of the counting of hands for a No Trump jump follow:

	(1)	(2)	(3)
♠	10-x-x	10-x-x	J-x
♡	A-x-x	K-J-x	10-x-x
◇	Q-10-x-x-x	K-x-x-x-x	A-J-10
♣	10-x	A-Q	K-Q-x-x-x

No. 1 counts: Ace of Hearts 4, Queen of Diamonds 2, two Tens 1 (third Ten does not add to count), five-card suit headed by one of the three top honors 1; total 8. With this hand a No Trump bid by North or East should be jumped, but a bid by South or West should be passed.

No. 2 counts: King (3) and Jack (1) of Hearts 4,

King of Diamonds 3, Ace (4) and Queen (2) of Clubs 6, five-card suit headed by one of the three top honors 1; total 14. With this hand and also with No. 3 partner's one No Trump should be jumped to three No Trumps regardless of the position of the Table.

No. 3 counts: Jack of Spades 1, Ace (4) and Jack (1) of Diamonds 5, King (3) and Queen (2) of Clubs 5, two Tens 1, Five-card suit headed by two of the three top honors 2; total 14.

JUMPS OF TWO NO TRUMPS

Inasmuch as two No Trumps is bid originally with the same strength in all four positions at the table, the jump of two No Trumps to three is made with the same strength in all positions. The strength for this jump may be any one of the following:

(*a*) Any count of 6.

(*b*) An Ace and any other count (one Jack, two Tens, or five cards in the Ace suit would be sufficient).

(*c*) A King and a Queen (in the same or in different suits).

Any one of the three hands that follow would justify a jump to three No Trumps of partner's bid of two No Trumps.

	(1)	(2)	(3)
♠	Q-x-x	A-x-x	K-x-x
♡	Q-10-x-x	10-x-x	Q-x-x
◇	10-x-x	10-x-x-x	x-x-x-x
♣	J-x-x	x-x-x	x-x-x

REBIDS FOR GAME AFTER PARTNER'S JUMP

When a dealer or second hand has bid an initial one No Trump and, after an adverse pass, has been jumped to two by his partner, and the jump is passed by the other opponent, it is again the turn of the original bidder. The question of whether he should make the game-going bid of three No Trumps or pass his partner's two No Trumps, depends upon the count of his hand. The original bid may have been made with a count as low as 12, or as high as 18 (with a worthless doubleton even higher). The jumping partner (North or East) must have had a count of 9, 10 or 11 to go from one to two; 11 is the maximum for the jump as with 12 he would have jumped to three. If the original bid was made with a count of 14 or less, the two No Trumps should be allowed to stand; if with a count of 15 or more, the three-bid should be made. In other words, a combined count of at least 24 in the two hands is the lowest figure that makes a three-bid reasonably safe; the original bidder can count upon the jumper for only 9 and consequently should have 15 himself to carry the contract up to three. This applies to rebids by a dealer or second hand who has made an original bid of one and has been jumped by his partner to two.

When the original No Trump is bid by third hand after two passes, or fourth hand after three passes, and has been jumped to two, the jump may have been made with a count of 7; consequently, to make up the combined total to the minimum of 24 needed to justify a three-bid, the original bidder must have a

count of at least 17. The first thought of many will be that this provision would bar all such rebids, as 17 is the count for a bid of two No Trumps. Two No Trumps, however, is not justified by a count of 17 with only three suits stopped; and there are many 17 and 18 hands and some 19 hands with which only one No Trump should be bid. With such holdings, when the original one-bid is jumped to two, the rebid should be made.

The count given on this page may be used for original No Trump bids of three or less, and jumps to two and three; bids or jumps to four or more (being above the game-going limit at No Trump) are slam bids and are discussed under the head of "Slam Bidding at No Trump."

The summary at the top of page 42, as soon as the principle is thoroughly understood, will show how simple all the bids, jumps and rebids described above really are.

COMPLETE NO TRUMP COUNT

Ace	4
King	3
Queen	2
Jack	1
Two Tens	1
Five-card suit headed by A, K or Q:	
When it contains one honor	1[1]
When it contains two honors	2[1]
When it contains three honors	3[1]

[1] This count is in addition to the value of the honors; it is allowed when jumping partner's No Trump, but not when bidding No Trump originally or when the original bidder rebids.

SUMMARY

One No Trump Bid By	Shows a Count of	Partner Jumps to		If Jumped to Two, No Trumper should go to Three with
		Two with Count of	Three with Count of	
Dealer.....	13	9	12	15
Second Hand..	12	9	12	15
Third Hand...	14	7	10	17
Fourth Hand..	15	7	10	17

The following illustrate how jumps are counted.

(1)	(2)	(3)	(4)
♠ A-10-x	A-10-x	J-10-x	J-10-x
♡ K-10-x	Q-J-x	J-10-x	K-x
◇ Q-x-x-x-x	A-Q-x-x-x	A-K-Q-x-x	J-x-x-x-x
♣ x-x	x-x	Q-x	x-x-x

(1)

♠ A.....	4
♡ K.....	3
◇ Q.....	2
Two Tens.....	1
Five-card suit[1].....	1
Total.....	11

(2)

♠ A.....	4
♡ Q-J.....	3
◇ A-Q.....	6
Five-card suit[2].....	2
	15

(3)

♠ J.....	1
♡ J.....	1
◇ A-K-Q.....	9
♣ Q.....	2
Two Tens.....	1
Five-card suit[3].....	3
Total.....	17

(4)

♠ J.....	1
♡ K.....	3
◇ J[4].....	1
	5

[1] Headed by single honor (Queen), counts 1.
[2] Headed by two honors (Ace-Queen), counts 2.
[3] Headed by three honors (Ace-King-Queen), counts 3.
[4] No extra count for a five-card suit headed by Jack.

The following résumé of No Trump bids, jumps and rebids may prove of service.

NO TRUMP BIDS

	One No Trump		Two No Trumps		Three No Trumps	
	Count	Suits Stopped	Count	Suits Stopped	Count	Suits Stopped
By Dealer...	13	3	17	4[2]	21	4
By 2nd Hand	12	3	17	4[2]	21	4
By 3rd Hand	14	3	17	4[2]	21	4
By 4th Hand	15[1]	3	17	4[2]	21	4

NO TRUMP JUMPS

	One No Trump to Two	One No Trump to Three	Two No Trumps to Three
By 3rd Hand of Dealer	9	12	6[3]
By 4th Hand of 2nd Hand..	9	12	6[3]
By Dealer of 3rd Hand....	7	10	6[3]
By 2nd Hand of 4th Hand..	7	10	6[3]

NO TRUMP REBIDS

Dealer or Second Hand who has bid one No Trump and been jumped to two, should rebid to three No Trumps with a count of..... 15

Third Hand or Fourth Hand who has bid one No Trump and been jumped to two, should rebid to three No Trumps with a count of..... 17

ILLUSTRATIONS OF BIDS AND JUMPS

The following hands, supposed to be those of a dealer and his partner, will illustrate how the No Trump counts for bidding and jumping harmonize with the outcome of the declarations they suggest. In each case South is the dealer, North is dealer's

[1] To make the bid with this count, the hand should contain strength in both majors.
[2] In certain hands, with count of 19 and only three suits stopped.
[3] Also with an Ace and any other, count or with King and Queen.

partner; West and East (whose hands are not given) are supposed to pass whenever their turns come to declare.

(1)	(2)	(3)
♠ K-x-x	♠ K-x-x	♠ K-x-x
♡ K-x-x	♡ K-x-x	♡ K-x-x
◇ Q-x-x	◇ Q-x-x	◇ Q-x-x
♣ 8-x-x-x	♣ J-x-x-x	♣ J-x-x-x

♠ A-x-x	♠ A-x-x	♠ A-Q-x
♡ A-x-x	♡ A-x-x	♡ A-x-x
♦ A-J-9-x	◇ A-J-9-x	◇ A-J-9-x
♣ 10-9-x	♣ 10-9-x	♣ 10-9-x

THE BIDDING

South one N. T.	South one N. T.	South one N. T.
North pass.	North two N. T.	North two N. T.
	South pass.	South three N. T.
		North pass.

In No. 1, South with a count of 13, bids one No Trump, North with a count of 8, passes.

Analyzing the probable result, we find that South as declarer, playing with a contract of one No Trump, would be apt to make just his contract; winning two Spades, two Hearts and three Diamonds. Of course neither in this nor any of the following analyses is the indicated result positively assured. In this case Declarer might take only two Diamonds, or he might

take four; but three is the probability and bids are based on probable results.

In No. 2, South, with the same holding as in No. 1, bids one No Trump; North, with a count of 9, bids two No Trumps; and South, having less than 15, passes. Declarer would be apt to make just two-odd; two Spades, two Hearts, three Diamonds and one Club.

In No. 3, South's count of 15 is two points short of the requisite for a bid of two No Trumps, and he has only three suits stopped; he bids one No Trump. North (same holding as in No. 2) bids two No Trumps, but South has the minimum requirement for a further advance (a count of 15) and bids three No Trumps. The probable result would be three Spades, two Hearts, three Diamonds and one Club; nine tricks, three-odd.

(4)

♠ K-10-x
♡ A-x-x
◇ J-10-x
♣ Q-J-x-x

♠ A-x-x
♡ K-x-x
◇ A-Q-x-x
♣ 10-9-x

(5)

♠ Q-J-x
♡ x-x-x
◇ 10-x-x-x
♣ Q-9-x

♠ A-x-x
♡ A-K-10
◇ K-J-x
♣ J-10-x-x

(6)

♠ Q-J-10
♡ x-x-x
◇ 10-x-x-x
♣ Q-9-x

♠ A-x-x
♡ A-K-10
◇ K-J-x
♣ J-10-x-x

THE BIDDING

South one N. T.	South two N. T.	South two N. T.
North three N. T.	North pass.	North three N. T.
South pass.		South pass.

In No. 4, South bids one No Trump having the minimum count for that declaration (13). North, with a count of 12, which is the minimum for a jump from one to three, jumps to three No Trumps. Declarer probably will take two Spades, two Hearts, three Diamonds and two Clubs, nine tricks, three-odd, with the possibility of an additional trick in Diamonds.

In No. 5, South with a count of 17 and four suits stopped bids two No Trumps, and North passes with a count of 5 (one under the minimum for a jump). Analyzing the probable result, we find that Declarer would be apt to take two Spades, two Hearts, two Diamonds and two Clubs; eight tricks, two-odd, just the amount of his bid.

In No. 6, Dealer's hand is the same as No. 5, but North—due to the presence of the Ten of Spades, which gives one point in combination with the Ten of Diamonds—has a count of 6 and so bids three No Trumps. It is probable that the contract will fail unless the King of Spades is held by East; but with at least an even chance of success, it pays to try for game.

In No. 7 (page 47), South has a count (21) for three No Trumps; should he bid only two, North, with a count of 4, would not be strong enough to jump and South would be left with a non-game contract. The probable tricks in the two hands seem to

be: three Spades, two Hearts, three Diamonds and two Clubs.

(7)

♠ Q-x-x
♡ J-x-x
◇ J-10-x-x
♣ x-x-x

♠ A-K-x
♡ A-Q-x
◇ K-Q-x
♣ Q-J-10-x

The above tests are the most severe to which the system can be subjected because they are made with minimum holdings. It is frankly conceded that these particular hands—or any hands—might not work out as expected, but the estimated results given above are based upon what generally will happen with such holdings. In only a few hands out of every hundred will the system of No Trump bids advocated in this book fail to accomplish one or the other of the results stated below:

(*a*) Lead to a bid of three No Trumps when sound play will make that contract; or

(*b*) Keep the contract short of three No Trumps when sound defense will hold Declarer to eight tricks or less.

SLAM BIDDING AT NO TRUMP

When a player bids an original No Trump of more than three; or bids four or more No Trumps after his partner has bid an original one, two or three; his object is to obtain a slam premium if his partner can furnish sufficient help to produce a slam. A bid of more than game in No Trump shows a hand far beyond average strength. It would be expensive to bid an unwarranted four No Trump and, receiving little or no assistance from dummy, make only three; the difference between getting game and getting set is too great to contemplate with equanimity.

Similarly, to bid four No Trumps and find partner with sufficient strength to jump to six, but not enough strength in the combined hands to make the slam, would be most exasperating and expensive. Securing the premium for a successful slam bid is a delightful experience. A seven-bid made when vulnerable and all thirteen tricks taken (premium 1500) is comparable in thrill to a hole in one (Golf), a home run with the bases filled (Baseball), or a run of the length of the field for a touchdown (Football); but trying for slam thrills and premiums has cost the Contract players of the country far more in penalties and lost game opportunities than it has ever produced, in spite of the size of the premiums awarded. So, unless very sure of success, do not risk an assured game by trying for a possible slam. When a player holds a hand which makes a slam at No Trump look probable and wants to find out whether his partner

can co-operate to produce the slam, he should regulate his bidding and raising by the count of his hand.

When jumping one No Trump to two or three, a player counts two Tens as 1; he also counts various amounts for five-card suits headed by one, two or all of the three top honors, in addition to the count allowed for the honors themselves. But when reckoning his strength to jump his partner's No Trump to more than three, neither the Tens, nor any of the extra counts for five-card suits, should be included.

An original bidder does not count anything for a five-card suit, but does count two Tens as 1 when bidding one, two or three No Trumps; but when bidding four or more, he should not include Tens in his count. An original bidder who had bid two or three No Trumps, reckoning Tens as part of his strength, should disregard them when his partner jumps him to four or more, and he is determining whether he himself should go further.

This brings the total count for slam purposes down to 40 (four Aces 16, four Kings 12, four Queens 8, and four Jacks 4); and there is ample margin of safety in bidding for a grand slam when two partners hold a total count of 38, or for a small slam when they hold a total of 35. A joint count of 34 generally produces a small slam; but risking the bid with that count is somewhat precarious when the missing six points are made up of one Ace and one Queen, or of two Kings.

With the following cards:

♠ A-J-10
♡ A-10-x
◇ K-x-x-x-x
♣ J-x

a player, jumping his partner's No Trump to two or three, would count the value of the hand at 15;[1] but for a jump to four or more, the value would be 13—the two Tens and the five-card suit not counting when slam bids or approaches to slams are being made. A dealer who had bid three No Trumps with a 24-hand containing four Tens would have a count of only 22 when determining whether to rebid after his partner had jumped to four.

The following hand:

♠ A-K-10-x
♡ A-K-10
◇ A-K-J
♣ A-K-J

counts 31 for the purpose of bidding up to three No Trumps; and although 31 is the count that justifies a bid of five No Trumps, this hand would not warrant that bid because, with the two Tens not included, it totals only 30. The correct bid would be four No Trumps.

A count of 12 justifies jumping partner's one No Trump to three No Trumps, a count of 13 fully

[1] This statement concerning jumps to two or three refers to bidding with a zero score; with a score of 30, a bid of three No Trumps or a jump from one to three would be a slam bid, so with a score of 70 would a bid of two or a jump from one to two; and in slam bids neither the value of Tens nor five-card suits should be reckoned.

warrants jumping his two No Trumps to four; but the following hand, while it counts 13 for the one-to-three jump, counts only 11 for the jump to four which is made with a slam in view—the two Tens and the five-card suit being omitted in the latter case.

♠ J-x
♡ K-10-x
◇ Q-J-x
♣ A-10-x-x-x

With this method of reckoning slam counts understood, the tables on pages 60–70 will tell when No Trump bidding may be carried beyond the game objective and into the dangerous field of slams. Before examining the tables, however, there is another important feature to be noted. When the original bid is four No Trumps, the partner is justified in bidding five of any suit (major or minor) to show the Ace or both the King and Queen of that suit; but when the original bid is three, neither an Ace nor a King-Queen of a suit without any side strength justifies a slam-suggesting raise. With either of the above holdings, even with two Aces and no face card, pass partner's three No Trumps. A three-to-four jump should be made only with a minimum count of 9 (Tens and allowance for five-card suits not being included); but, as the three-bidder must have four suits stopped, the raise with a count of 9 is justified even when the point-holding is all in one suit—i.e., Ace-King-Queen.[1]

[1] A rare case; the No Trumper would have to hold J-10-x-x in the suit.

BIDDING FOUR OF A MAJOR OVER A PARTNER'S THREE NO TRUMPS

In this connection it must be explained that there is one bid—but only one—which, when made by the partner of a player who has started by bidding three No Trumps, conveys no slam suggestion; indeed it is a bid full of warning for the no trumper. The bid in question is the call of four of a major over partner's three No Trumps.

When a weak major of six cards or more, with little or nothing on the side, is held opposite a bid of three No Trumps, such a hand with a dummy that has strength in four suits and a count of at least 21, almost certainly will make game with its six-card major the trump; but if its holder should pass, the no trumper with a trickless dummy might fail to fulfil his contract. Consequently bidding four of a major suit over partner's three No Trumps is not rated as a slam-shower or a strength-shower; it is the announcement of a long major suit at which the bidder desires the hand to be played.

When the six-card suit has moderate strength (as, for example, when it is headed by Queen-Jack or King-Jack), the bid is still advisable. But the no trumper must understand that the only guarantee given by the bid is length in the major suit named; not even the most moderate high-card strength is announced.

With a five-card major it is rarely wise to bid four over partner's three No Trumps. A game bid has been made and there is a greater probability, when the five-card major is weak, of nine tricks at No

Trump than of ten at the major. When the five-card major has some strength, the probability is that game can be made at either declaration; but the chance of nine tricks at No Trump is, if anything, slightly better than ten at the suit. It must be remembered that here a very different situation is faced from that which arises in Auction Bridge when the partner of a one No Trump bidder is determining whether to take out with a five-card major. In that case there may be a five-card or longer suit established in the adverse hands which will be run and the game saved if the No Trump bid stand; but in Contract, after an original bid of three No Trumps which gives assurance of ample protection in every suit, there is no such danger and therefore no need for a protective suit-bid.

When a five-card major is quite strong, game at No Trump is sure and the only question is whether the hand justifies a slam-indicating bid.

MINOR BIDS OVER PARTNER'S THREE NO TRUMPS

A player with a weak five-card or even six-card minor with nothing on the side, would have no excuse for bidding over his partner's three No Trumps. A game contract has been bid; a shift to four of the minor would both increase the size of the contract and remove it from the game category, neither of which would be advantageous. With a seven-card minor, the player's choice would be between passing the three No Trumps and bidding five of his minor. Even with that type of holding he would not wish

to bid four; consequently the bid of four of a minor is not needed to show minor length over partner's three No Trumps.

This brings us up to the question of whether a player who wishes to indulge in slam conversation after partner's bid of three No Trumps, should do so by bidding four of a minor or four No Trumps. It has been explained above that the meaning of the minor bid could not be misconstrued, so it is merely a question of which is the more advantageous declaration. Neither should be made unless the hand has a total count of 9; and as there is a difference of opinion upon this topic, it has been accorded very careful consideration by the author and those collaborating with him.

If a bid of four of a minor is to be used as a slam-indicator under such conditions, it should be used equally to show a King-Queen or an Ace of the minor named. The former is apt to convey even more important information than the latter. When the partner of a three No Trump bidder has a King-Queen with a total count of 9, there is an excellent chance for a slam and accurate information concerning the King-Queen suit may be of inestimable value to the original bidder who, by his three No Trumps, has shown that he has the suit stopped. His stopper may be Jack-Ten-x-x, but the chances are that it is the Ace and, if so, the announcement of the King and Queen in the dummy hand, together with an additional count of 4, may be all that is needed to make a slam sure.

Ace-showing, when unwisely used, has produced unfortunate results; but after partner's bid of three No Trumps it seems to be a winning convention when regulated by sound limitations. At the risk of repetition, it should be stated here that the four-bid should not be used with a major Ace or King-Queen as a slam-indicator over partner's three No Trumps, nor should four of either a minor or No Trump be bid over three No Trumps with a count of less than 9. When a minor Ace is being shown it would count 4. When a minor King-Queen is announced, their combined count would be 5. As it is a slam bid, neither the value of a five-card suit nor two Tens would be reckoned; so to make the bid, the hand would have to have, in addition to the honors in the suit, an additional high-card count of 5 when an Ace is shown, or of 4 when a King and Queen is shown. The minor bid in such case gives no information as to the length of the suit named.

The use of the minor convention in overcalling three No Trumps not only frequently gives to the partner very valuable information by designating specifically an Ace or a King-Queen (almost invariably he can tell which is being shown), but at times the fact that it is being employed conveys negative information of importance (the bid of four No Trumps denying the presence of a minor Ace or King-Queen). As a matter of fact, the negative information may be as beneficial as the positive Ace or King-Queen showing.

SUIT-BIDS OVER PARTNER'S FOUR NO TRUMPS

Over partner's four No Trumps (a slam-indicator asking for slam information), an Ace or King-Queen of any suit—major or minor—should be shown by bidding that suit. In that case, no information concerning length in the suit is given; it is merely a high-card announcer in answer to partner's call for information. It is true that to bid five No Trumps over four, a count of 6 is needed to make up the difference between the 27 shown by the four No Trumps and the 33 needed to insure the five No Trumps to which the original bidder will have to go over five of the suit; but the showing of an Ace or a King-Queen, especially if at the head of a five-card suit, is of such great value to a bidder of four No Trumps that the bid is advisable even without other assistance, although 6 is the requisite for a jump to five No Trumps.

The following illustrations and comments may help to clarify the important subject of overcalling partner's three or four No Trumps. South is the original bidder and West has passed; the example hands are held by North. It is suggested that the reader make up his mind what the bids should be before reading the comment that follows the nine hands given on this page and on page 57.

(1)	(2)	(3)
♠ A-x-x	A-10-x	A-J-x
♡ x-x-x	J-x-x	J-x-x
◇ x-x	K-10-x-x-x	K-10-x-x-x
♣ K-x-x-x-x	x-x	x-x

(4)	(5)	(6)
♠ J-x-x-x-x-x	x-x	A-K-x-x-x
♡ x-x-x	x-x-x	Q-x-x
♢ x-x	J-x-x-x-x-x	x-x
♣ x-x	x-x	x-x-x

(7)	(8)	(9)
♠ x-x	A-J-10-x-x	x
♡ Q-x-x	x-x-x	J-10-x-x
♢ A-K-x-x-x	x-x	K-J-x
♣ x-x-x	K-Q-x	K-J-x-x-x

Hand No. 1. North should pass three No Trumps as he lacks the needed count of 9, and has no major overcall; he should bid five Spades over four No Trumps to show the Ace.

Hand No. 2. North would have a count of 10 for the purpose of jumping two No Trumps to three, but only 8 (two Tens and five-card suit eliminated) for jumping from three to four. North should pass three No Trumps but bid five Spades over four No Trumps for same reason as given in No. 1.

Hand No. 3. Over three No Trumps North would bid four No Trumps as he has a 9-count without his five-card suit; over four No Trumps he once again should bid five Spades.

Hand No. 4. With a count of only 1, North should bid four Spades over three No trumps to show the long weak major.

Hand No. 5. The long weak suit being a minor, North should pass South's three No Trumps.

Hand No. 6. Bid four No Trumps over three, or five Spades over four No Trumps.

Hand No. 7. Having a count of 9, North should overcall three No Trumps with four Diamonds to show the Ace; were his Diamonds and Hearts transposed, he would bid four No Trumps (not four Hearts because that would show a long weak major). Over four No Trumps North should bid five Diamonds.

Hand No. 8. Bid four Clubs over three No Trumps to show the King-Queen and a count of at least 9. Over four No Trumps bid five Clubs.

Hand No. 9. Bid four No Trumps over three No Trumps. (Count of 9, and no minor Ace or King-Queen.) Over four No Trumps bid six No Trumps.

In Hands Nos. 2, 3, 6, 7 and 8, bids of five of a suit are given over four No Trumps, although No. 2 with a count of 8, No. 8 with a count of 10 and the other three each with a count of 9, all would justify a jump to six No Trumps; the amount needed for the jump from four to six being 8. The suit-bid is preferred because it gives more information and cannot stand. South, in each case, will bid at least five No Trumps and the slam jump can then be made. In No. 8 if South bid five No Trumps, North can bid six Spades, giving South a much more accurate picture of the holding than the jump from four to six No Trumps would do. When holding two suits that can be shown for slam information, name the lower-valued first.

When length in a solid suit assures a slam (big or small), or the hand assures more tricks than its count implies, a player should not follow the schedule.

To illustrate:

	(1)	(2)	(3)
♠	A-K	A-x	A
♡	A-K	A-K-Q	A
◇	A-K	A-K-Q-J-x-x-x	A
♣	A-K-Q-J-x-x-x	A	A-K-Q-x-x-x-x-x-x-x

No. 1 counts 31, the limit for a bid of five; but with a grand slam assured, seven should be bid. No. 2 counts 27 but the fortunate player who held it unquestionably should bid six. No. 3 counts 21, the minimum for three, and yet it is a show-down for a grand slam.

Tabulations of No Trump Slam Bids and Raises

Any statement of slam bidding is necessarily complex; the appended tables condense all data to the irreducible minimum and doubtless will clarify the subject for those who find tabulations easier to grasp than text. But whether using tables or description, the player should always keep in mind the following percept:

When in doubt, miss a slam rather than risk game and contract.

First will be given the simplest possible tabulation, designed for those readers who do not care to burden their minds with the mass of figures which have to be tabulated to present an exhaustive and comprehensive treatment of the subject. To present this simple tabulation, two columns are arranged; in one is shown the strength needed in the original bidder's hand for all the original No Trump

bids from one to seven, and in another the combined strength needed in the hands of the two partners for all the No Trump slam bids from four to seven.

The method of figuring the "count" of a hand has been explained fully. The various "fine points," and reasons for certain distinctions not covered by the simplified table, are embodied in the complete tabulations which begin on page 67.

SIMPLIFIED TABULATION

Size of No Trump Declaration	Count Required For Original Bidder	For Combined Hands
One	12–15[1]	[2]
Two	17	[2]
Three	21	[2]
Four	27	30
Five	31	33
Six	34	35
Seven	37	38

For No Trump slam bidding all that a player need remember is that with a count of 27 he should bid an original four No Trumps (he need not carry in his mind that 31 and 34 are the figures for bidding five and six, he may play a lifetime and never get 30); he also should remember that for slam jumps the combined counts are 30, 33 and 35[3] for four, five and six No Trumps respectively. To obtain the combined counts he merely adds to his own

[1] Dealer 13, second hand 12, third hand 14, fourth hand 15.

[2] Only counts involving slam bidding are given.

[3] As an aid to the memory using 27 the individual four No Trump bid as a base, note that the combined bids for four is 30—3 higher, the combined bid for five 33—again 3 higher, and the combined bid for the small slam 35—only 2 higher.

count the minimum shown by his partner's bid. He notes the total and jumps accordingly.[1]

A few examples follow:

(*a*) South bids two No Trumps and North has a count of 14. South's bid shows that he has a count of 17, the sum of the two counts is 31; North has more than enough for a jump to four (30), but not enough for a jump to five (33).

(*b*) West bids one No Trump and East has a count of 17. West (second hand) may have a count as low as 12; consequently the combined count may be no more than 29 (12 plus 17 equals 29) and no slam jump is called for because the lowest count for the combined hands is 30.

(*c*) West bids two No Trumps and East has a count of 16. West must have 17; and 33 (the sum of 16 and 17) justifies a bid of five No Trumps. West, knowing East must have 16, will bid six No Trumps if he has a count of 19 (16 plus 19 equals 35).

(*d*) North bids three No Trumps and South has a count of 10; as 21 plus 10 equals 31, South bids four. South has shown 9 and it needs 33 combined count to bid five, 35 combined count to bid six. North will bid five if his hand counts 24, will bid for the slam if his hand counts 26.

(*e*) Suppose South had a count of 18 and three suits stopped, and North a count of 19. South would start with a bid of one No Trump because,

[1] To four with 30, 31 or 32.
To five with 33 or 34.
To six with 35, 36 or 37.

to bid two on a count of less than 19, all four suits must be stopped. North could not figure South for more than 13 (the minimum for one No Trump); adding North's 19 would make 32, one short of a jump to five but ample for a jump to four. So North would bid four No Trumps. Then South would reason thus: four No Trumps call for a count of 30; North does not credit me with more than 13, so he must have 17; but I actually have 18, so our combined count is at least 35—the count for six No Trumps. South therefore bids six. North, if a keen reasoner, can reproduce South's mental arithmetic and gauge South's count as at least 18 and probably not any more. Can North go any further? Crediting South with 18, North adds his 19 and gets a total of 37 which is one short of the count for a grand slam. So North passes and South plays for a small slam.

COMPLETE TABULATION OF NO TRUMP SLAM BIDS AND RAISES

Most of the slams obtained at No Trump do not result from original bids of more than three, but from original bids of one, two or three jumped to four or more. In jumping, when the jumper has a long solid suit (as he readily may when his partner has bid only one No Trump), the number of tricks it contains can be reckoned and the jumper's bid gauged accordingly; but when going only by the high-card count, the following tabulations should be used. It will help in the use of these tables, and in bidding generally, if the player will memorize these items:

1. It takes a count of 27 to bid an original four No Trumps.
2. The combined count of the two partner's hands must be:

For a four No Trump contract..... 30
For a five No Trump contract..... 33
For a six No Trump contract..... 35

The fact that the figure for seven is 38 is not important to remember, the bid is rarely made.

ORIGINAL NO TRUMP SLAM BIDS

Bid originally in any position at the table:

Four No Trumps with all suits stopped twice and count of..... 27[1]
Five No Trumps with all suits stopped twice and count of..... 31
Six No Trumps with all suits stopped twice and count of..... 34[2]
Seven No Trumps with all suits stopped twice and count of..... 37[3]

JUMPS FOLLOWING ORIGINAL NO TRUMP SLAM BIDS

Jump four No Trumps to five with count of..... 6[4]
Jump four No Trumps to six with count of..... 8
Jump four No Trumps to seven with count of..... 11
Jump five No Trumps to six with count of..... 4[5]
Jump five No Trumps to seven with count of..... 7

[1] There are some 26 hands which will produce a slam with a count of 6 in partner's hand, and partner will not jump a three-bid unless he has a count of 9; but when partner furnishes no help, a 26 hand may produce only nine tricks. It is not wise to risk game in the pursuit of an illusive slam.

[2] Or when twelve tricks are sure.

[3] Or when thirteen tricks are sure.

[4] With an Ace or King-Queen bid five of that suit instead of No Trump.

[5] The jump may be made with a King (count 3). With an Ace or King-Queen, bid six of that suit instead of No Trump.

A player who has bid four No Trumps and been jumped to five, should go to six with count of 29; should pass with less than that.

JUMPS FOLLOWING ORIGINAL NO TRUMPS BIDS OF THREE OR LESS

After partner's three No Trumps jump to	Four No Trumps[1] with a count of	9
	Five No Trumps[1] with a count of.	12
	Six No Trumps[1] with a count of...	14
	Seven No Trumps with a count of	17
After partner's two No Trumps jump to	Four No Trumps with a count of.	13
	Five No Trumps with a count of.	16
	Six No Trumps with a count of...	18
	Seven No Trumps with a count of	21
After dealer's one No Trump[2] jump to	Four No Trumps with a count of.	17
	Five No Trumps with a count of.	20
	Six No Trumps with a count of...	22
	Seven No Trumps with a count of	25

REBIDS FOLLOWING AN ORIGINAL NO TRUMP BID THAT HAS BEEN JUMPED

A player who has bid three No Trumps and has been jumped to	Four	With 23 or less, should pass
		With 24 or 25, should bid five No Trumps
		With 26, should bid six No Trumps
	Five	With 22 or less, should pass
		With 23, should bid six No Trumps

[1] Or bid four of a minor suit that contains an Ace or King and Queen.

[2] The jumps from one No Trump are based upon an original bid by dealer (South) whose minimum count is 13. The counts for jumping for a slam must be increased 1 point when jumping West, decreased 1 point when jumping North, decreased 2 points when jumping East.

A player who has bid two No Trumps and has been jumped to

- **Four**
  - With 19 or less, should pass
  - With 20 or 21, should bid five No Trumps
  - With 22, should bid six No Trumps
- **Five**
  - With 18 or less, should pass
  - With 19, should bid six No Trumps

A dealer who has bid one No Trump and has been jumped to

- **Three**
  - With 17 or less, should pass
  - With 18, should bid four No Trumps
- **Four**
  - With 15 or less, should pass
  - With 16 or 17, should bid five No Trumps
  - With 18, should bid six No Trumps
  - With 14 or less, should pass
- **Five**
  - With 15, should bid six No Trumps

After a jump to four No Trumps and a rebid of five by the No Trumper, the jumper should bid six only when a long suit seems to guarantee extra tricks in addition to the count; or when his count, combined with the minimum shown by his partner, equals 35—in other words, when he has a count of two more than the minimum previously shown.

Another and more compact arrangement of the foregoing data will be found on the four following pages, 67, 68, 69 and 70.

A WORD OF CAUTION

A conservative player who is jumping his partner's original one, two or three No Trump bid to six or seven (a jump of most unusual height) should remember that the figures giving the requirements for the combined hands are based upon a maximum count of 40 (no allowance for two Tens in one hand) and it is possible that the original bidder when valuing his hand for his one, two or three No Trumps, included the allowance for a pair of tens, and without that one point might be one short of the minimum upon which his partner was reckoning. Therefore, on a jump all the way to a slam from an original bid for game or less there are some who prefer to add one to the requirement (for example, when jumping three No Trumps to six, make the figure 15 instead of 14 (21 + 14 = 35), to allow for the possibility that the 21 hand included the value of two Tens and without that point counted only 20. That this practice is sound and conservative none can gainsay but as all the figures given are based upon the "safety first" doctrine, it is not regarded as essential. If the jumper held three Tens it is obvious that the possibility of his partner's bid having been made with one less than the slam minimum could not arise and even with two Tens he would be ultra conservative if he did not take a chance.

ORIGINAL SLAM BIDS AND JUMPS AT NO TRUMP

	WITH FOUR SUITS STOPPED TWICE, BID AN ORIGINAL—			
	Four No Trumps	Five No Trumps	Six No Trumps	Seven No Trumps
With a count of—	27	31	34	37
Jump a partner who has bid an original four or more No Trumps	To five with an Ace[1] or count of 6 To six with a count of 8 To seven with a count of 11	To six with count of 4[2] To seven with count of 7	To seven with count of 4	

[1] With an Ace or King-Queen bid five of that suit.
[2] Or with a King.

JUMPS LEADING TO SLAMS AT NO TRUMP

AFTER A DEALER'S ONE NO TRUMP

	PARTNER OF NO TRUMPER SHOULD JUMP ONE NO TRUMP TO—			
	Four No Trumps	Five No Trumps	Six No Trumps	Seven No Trumps
With a count of—	17	20	22	25
Dealer who has bid one No Trump and been jumped as shown at head of column should bid..	Five No Trumps with count of 16[1] Six No Trumps with count of 18[2]	Six No Trump with count of 15 Seven No Trumps with count of 18[2]	Seven No Trumps with count of 16	

[1] 17 would have justified an original two No Trumps with four suits stopped, but not with three.

[2] A player with a count of 19 might have started with only one No Trump because of a worthless doubleton, or some such hand as:

♠ A-K-Q
♡ A-K-Q
◇ J-x-x
♣ x-x-x-x

AFTER AN ORIGINAL TWO NO TRUMPS

	PARTNER OF NO TRUMPER SHOULD JUMP TO—			
	FOUR NO TRUMPS	FIVE NO TRUMPS	SIX NO TRUMPS	SEVEN NO TRUMPS
With a count of—	13	16	18	21
Player who has bid two No Trumps and been jumped as shown at the head of column should bid.....	Five No Trumps with count of 20 Six No Trumps with count of 22	Six No Trumps with count of 19 Seven No Trumps with count of 22	Seven No Trumps with count of 20	

AFTER AN ORIGINAL THREE NO TRUMPS

	PARTNER OF NO TRUMPER SHOULD JUMP TO—			
	Four No Trumps	Five No Trumps	Six No Trumps	Seven No Trumps
With a count of—	9	12	14	17
Player who has bid three No Trumps and been jumped as shown at the head of column should rebid.....	Five No Trumps with count of 24 Six No Trumps with count of 26	Six No Trumps with count of 23 Seven No Trumps with count of 26		

ILLUSTRATIONS OF SLAM NO TRUMP JUMPS

(A)	(B)	(C)
♠ Q-10-x-x	♠ J-x-x-x	♠ A-x-x-x
♡ K-Q-x	♡ K-Q-x	♡ A-x-x
◇ J-x-x	◇ J-x-x	◇ J-x-x
♣ Q-x-x	♣ Q-x-x	♣ K-x-x
PARTNER DEALER	PARTNER DEALER	PARTNER DEALER
♠ A-K-J	♠ A-K-Q	♠ Q-J-10
♡ A-J-10-x	♡ A-J-10-x	♡ K-Q-J
◇ K-Q-10	◇ K-Q-x	◇ A-Q-10
♣ A-J-x	♣ K-J-10	♣ A-Q-J-x

A, B and C all illustrate cases in which the slam suggestion is made, but for some sound reason not carried to a slam conclusion. In A and B situations arise which, without the aid that can be obtained by drawing inferences from the fact that the partner has bid four No Trumps instead of four of a minor, might place the dealer in a trying position. South's bid of three No Trumps has shown only a minimum count of 21; North's jump to four shows that he has at least 9 because his bid announces that the combined hands have at least 30, but North's bid has also shown that he has no more than 11 because with 12 (which, with South's 21, would total 33) he would have bid five. To bid five South should have 24 (9 plus 24 equals 33); but many players are tempted to take a chance with 23, and it often pays

to risk such bids (North's jump to four may have been made with 11). For venturesome players, A and B have particular interest.

In A, dealer bids three No Trumps with a count of 24; partner, with 10, jumps to four No Trumps. Dealer does not go on; although 24 would be enough to bid five over partner's four, dealer has only 23 without Tens, and furthermore he knows that his opponents have the Ace of Diamonds, and either the King or Queen of Clubs. (Partner would have bid four of a minor suit in which he held Ace or King-Queen.)

In B, dealer bids three No Trumps with 24 count, partner jumps to four with a count of 9. Dealer does not bid five because regardless of any question of count he knows that his opponents have *both minor Aces*. (Partner would have bid four of a minor suit in which he held the Ace.)

In C, dealer bids three No Trumps and partner, with 12, jumps to five. Dealer, not counting Tens, has only 22 and passes. Better so; with both adverse Kings wrong a slam bid would cost game and contract, although the chances would favor a slam. But favorable chances do not justify a surrender of game and contract; slam bids should be reserved for probabilities which almost amount to certainties.

In D to I (page 73) the slam suggestion is made, a slam bid resulting in some cases, not in others.

In D, dealer bids four No Trumps (count 29), partner bids five Clubs, (showing the Ace), dealer five No Trumps. As dealer sees it, one Heart and

one Diamond are still possible losers; partner bids six No Trumps because he feels sure that his Spades justify it.

(D)

♠ J-10-x-x-x
♥ x-x
♦ x-x-x
♣ A-x-x

PARTNER

DEALER

♠ A-K-Q
♥ A-K-x
♦ A-Q-J
♣ K-Q-J-x

(E)

♠ x-x-x-x
♡ x-x
♢ J-x-x
♣ A-10-x-x

PARTNER

DEALER

♠ K-Q-J-x
♡ A-K-J-x
♢ A-K
♣ K-Q-J

(F)

♠ K-J-x-x
♡ K-J-x-x
♢ K-x
♣ A-Q-x

PARTNER

DEALER

♠ A-Q-x
♡ A-Q-10
♢ A-10-x-x
♣ x-x-x

(G)

♠ x-x
♥ x-x-x-x
♦ x-x-x-x
♣ K-Q-x

PARTNER

DEALER

♠ A-K-Q
♡ A-K-Q
♢ A-K-x
♣ A-J-x-x

(H)

♠ A-x-x
♡ x-x
♢ x-x-x
♣ A-J-x-x-x

PARTNER

DEALER

♠ K-Q-J-x
♡ A-K-x-x
♢ A-Q
♣ K-Q-x

(I)

♠ K-Q-x
♡ Q-J-x-x
♢ A-x-x
♣ A-x-x

PARTNER

DEALER

♠ A-x-x
♡ A-K-x
♢ K-x-x-x
♣ Q-J-10

In E, dealer bids four No Trumps (count 27), partner five Clubs, dealer five No Trumps, partner pass. The combined hands may take only eleven tricks.

In F, dealer bids one No Trump, partner four No Trumps, dealer having 16 without Tens bids five No Trumps, partner having bid his full strength (17) passes; six No Trumps may be made but bid would not be safe or sound.

In G, dealer with count of 30, bids four No Trumps (with 31 he would have bid five); partner bids five Clubs; dealer six No Trumps, knowing that with King-Queen of Clubs in partner's hand a small slam is sure. If partner has four cards of either major, a 3-3 adverse division of that suit will produce a grand slam but that chance should not be ventured.

In H, dealer with 24 bids three No Trumps; partner with 9, bids four Clubs; dealer, anxious to know whether partner has Ace of Spades as part of his 9, bids four Diamonds; partner four Spades; dealer five Clubs, partner, now knowing his Clubs will run, six No Trumps. Six or seven will be made.

In I, dealer bids two No Trumps with count of 17; partner bids five No Trumps, having the necessary 16; but dealer, lacking the 19 needed for a further raise, passes. The hands fit so beautifully that the location of the adverse King of Clubs will determine whether the small slam can be made; but even a 50-50 risk is not advisable, and in this case a little different distribution might kill the slam and cost one or two more tricks.

V

SUIT BIDS

Differing from the player who starts by bidding No Trump, the player—regardless of his position at the table—who opens the contracting with a suit-bid of any size is not obliged to use any kind of a numerical count when valuing his individual cards. Contract suit-bidding is so simple that only the number of "probable" and "high-card" tricks in the hand need be noticed.

The following table shows how to reckon the high-card tricks in a hand for the purpose of making an original suit-bid. It shows how many high-card tricks in any suit are assured by each high-card combination; the sum of all such tricks in all the suits is the total number of high-card tricks in the hand. When the combinations in each of two suits are rated "plus," the two pluses are the full equivalent of one high-card trick. For example, Ace-Queen in one suit (one trick plus) and King in another (no tricks plus) would be rated as two high-card tricks (see table below).

High Cards in Suit	High-Card Tricks in Suit
Ace	1
Ace-King	2
Ace-King-Jack	2 plus

High Cards in Suit	High-Card Tricks in Suit
Ace-King-Queen	3
Ace-Queen-Jack	2
Ace-Queen	1 plus
Ace-Jack-Ten	1 plus
King	0 plus
King-Queen	1
King-Queen-Jack	1 plus
King-Jack-Ten	1
Queen-Jack-Ten	1
Queen-Jack-x	0 plus

The total number of tricks (high-card and probable) indicated by an original suit-bid are shown in the following table:

Bid of	High-Card Tricks	Other Probable Tricks	Total Probable Tricks
One	2	2	4
Two	3	3	6
Three	..	..	8 plus
Four	..	(nearly)	10
Five	..	(practically sure)	11

High-card tricks are distinguished from "other probable tricks" because they are nearer to being sure tricks; to be extremely accurate they should be called "very probable tricks." Of course an Ace of a suit that becomes the trump is necessarily a sure trick, but the suit that is bid originally may not be the trump finally selected, so for simplification the term "high-card tricks" is used with its obvious meaning, and the term "other probable tricks" for low-card tricks. When the statement

is made that any specific bid requires a certain number of probable tricks, both high-card and low-card are included. When as, for example, in the case of an original two-bid, the statement is "six probable tricks, three of which must be high-card," it goes without saying that if the hand has four high-card tricks and two probable low-card tricks, it more than meets the minimum requirement.

In computing probable tricks, count 3 for the long cards[1] of a six-card suit, 2 for the long cards[1] of a five-card suit, and 1 for the long card[1] of a four-card suit. Depending upon the fourth card of a four-card suit is the most hazardous of the three. The Deuce in Ace-King-Queen-2 or Ace-King-3-2 is not by any means sure to win even when the partner has three cards of the suit; but the chance that it will do so is sufficiently in its favor to justify estimating on that basis in certain cases when the hand is strong enough to warrant the risk.

There are some hands which may just "get under the wire" of the above definitions and yet are dubious for initial suit-bids at Contract; for that reason, and because many players have been bidding hands at Auction which should be passed at Contract, the following list of border-line hands is given. The table does not apply to third or fourth hand, either of which should pass all the holdings that are shown. A little more strength, either in the suit to be bid or on the side would make the "Pass" hands good bids

[1] As used in this connection, a long card is a card in excess of three of a suit. A four-card suit has one, a five-card suit two, a six-card suit three, etc.

for either dealer or second hand; a little less strength in the "Bid" hands would make them passes for any player.

LIST OF DOUBTFUL HANDS FOR INITIAL SUIT-BIDS[1]

Cards in Suit that Might be Bid	High-Card Tricks in Other Suits	Declaration
A-K-Q-x	None	[2]
A-K-J-x	1	Bid[3]
A-K-x-x	1	Bid
A-Q-J-x	1	Bid
A-Q-x-x	1	Pass
K-Q-J-x	1	[2]
K-Q-x-x	1	Pass
K-J-10-x	1	Pass
A-J-10-x	1	Pass
A-K-x-x-x	None	Bid
A-Q-J-x-x	None	Pass
A-J-x-x-x	1	[2]
A-x-x-x-x	1	Pass

A list of holdings that conservatively may be bid by dealer or second hand are:

Cards in Suit to be Bid	Side Strength
Ace-King-Queen-x	King
Ace-King-Jack-x	King-Jack
Ace-King-10-x	One trick
Ace-Queen-Jack-10	One trick
Ace-Queen-x-x	One trick plus
Ace-Jack-Ten-x	One trick plus
King-Queen-Jack-x	One trick plus

[1] For dealer or second hand; third and fourth hand should pass in all cases given.

[2] Second hand should bid; dealer should pass.

[3] With one side trick as shown, either dealer or second hand should bid; with only a side King, dealer should pass but second hand should bid.

Cards in Suit to be Bid	Side Strength
Ace-King-x-x-x	Queen
Ace-Queen-Jack-x-x	King
Ace-Queen-x-x-x Ace-Jack-Ten-x-x	One trick
Ace-Jack-x-x-x	One trick plus
King-Queen-Jack-x-x	King-Jack
King-Queen-x-x-x	One trick
King-Jack-Ten-x-x	One trick plus
King-Jack-x-x-x Queen-Jack-x-x-x	Two tricks

ORIGINAL SUIT-BIDS BY THIRD HAND AND FOURTH HAND

Third hand, after two passes, requires about a King or the equivalent more than dealer to justify a suit-bid of one. Whether a fourth hand suit-bid of one is advisable or inadvisable, depends largely upon whether it is wise or unwise to open the bidding at all; with a weak and short major it always is dangerous, and even with strength in both majors the hand should be nearly up to two-bid standard to justify refusing a chance to chuck the deal. Some illustrative hands follow with comment as to how all four players should bid them. (The choice in each case is between bidding one Spade and passing.)

	(1)	(2)	(3)
♠	A-Q-x-x	A-Q-x-x	A-Q-10-x
♡	A-10-x	A-J-10	A-K-J
◇	x-x-x	x-x-x	x-x-x
♣	x-x-x	x-x-x	x-x-x

No. 1. Should be passed by South (dealer); West should pass although he would have almost enough for a bid. Neither North (third hand) nor East (fourth hand) should think of bidding.

No. 2. Should be bid by South or West; East should pass it. It would be close for North, who, however, should pass; but change a small Spade to a Ten, or the Heart Jack to a Queen, and North should bid.

No. 3. Is a bid for any of the four players.

	(4)	(5)	(6)
♠	A-K-x-x-x	A-K-x-x-x	A-K-x-x-x
♡	x-x-x	K-x-x	A-J-10
◇	x-x-x	x-x-x	x-x-x
♣	x-x	x-x	x-x

No. 4. Would be close for South who nevertheless should bid; West certainly should bid but not North or East.

No. 5. Would be a bid for any player but East, who should pass.

No. 6. Would be a bid for any player. Transpose the Hearts and Clubs and, while still good for South, West or North, it would be questionable for East because opening the bidding might let North and South into a Heart contract.

ORIGINAL SUIT-BIDS OF MORE THAN ONE

Original bids of more than one of a suit are made with the same measure of strength in all four positions; it is only one-bids that are modified according to where the bidder sits.

One point to be understood beyond question is that a short or blank suit is not an additional asset in the hand of the original bidder. He is valuing his strength by the number of his prospective trumps and counting all over three as one trick each; the value of a blank suit lies in the fact that it permits ruffs, but every ruff would use up a trump already rated.

ORIGINAL SUIT-BIDS OF TWO

As original bids of two of a suit require the same strength for all four players, and as the requirement is very definite (three high-card and three other probable tricks) there are few hands which present any difficulty to the original bidder. If he has a biddable suit, and can see six tricks of which three at least are high-card, he unhesitatingly bids two of his best suit.

The timid player who reasons that "a bid of one will do and will be safer" when his hand contains a biddable four-card or longer suit with at least three high-card tricks and a total of six reasonably sure tricks, assumes a risk far more serious than the outcome of a slight set. An original suit-bid gives the bidder a big advantage for a number of reasons; and upon these the whole system of suit bidding is predicated:

It informs and encourages the partner. It is apt to shut out adverse No Trump bids and may interfere in other ways with the plans of the enemy. When the partner is strong it is apt to produce game; when the partner is weak it probably will be overcalled, but furnish valuable lead-directing information.

The danger of heavy loss as a result of light suit-bids is not serious when the partner does not jump. A bid of one rarely results in an expensive set, it is after a jump that the danger threatens; so to protect sound suit-bids from unsound jumps by unduly sanguine partners, stiff requirements must be fixed for a jump from one to two. Such requirements make the light bids work splendidly when all original one-bids show less than six tricks. It is important, however, that the margin between the minimum one-bid and the minimum two should not be more than two tricks. A player who bids one with a two-bid hand may have his bid passed by a partner whose assistance would produce game.

In no department of the bidding are the cogs of a sound system more apt to slip than when timidity, masquerading as "conservatism," bids *one* Spade, Heart, Diamond or Club with a hand that contains strength enough to bid twice that amount. This is not the place to explain the conservative jumping requirements which this book advocates to protect one-bids; but it is easy to realize here that sound conservatism in jumping is apt to produce many unfortunate passes when original one-bids are made with two-bid hands.

The Contract bidder should picture his trick-taking ability as accurately as possible, he must divorce himself from the well recognized Auction idea that an original two-bid shows six cards of the suit named, and become wedded to the Contract idea that an original suit bid of two shows six tricks. For empha-

sis let it be repeated that in Contract a biddable five-card or four-card suit calls for a bid of two whenever the hand has six tricks, of which three are high-card. The bid, even when made with a four-card suit, is protected because, contrary to Auction practice, normal support in partner's suit is required for a jump from two to three, exactly the same as for a jump from one to two. For that reason the two-bidder with six tricks has nothing to fear, because he can count upon material assistance in his suit from his partner if the latter jumps. The author respectfully invites a comparison of that theory of bidding with the schemes which make it obligatory for the partner to bid after any original suit-bid of two.

Another element of soundness in this two-bid is that it shows six tricks regardless of whether:

(*a*) The suit named becomes the final declaration;
(*b*) The partner shifts to No Trump;
(*c*) The partner shifts to another suit.

The (*c*) provision does not mean that five tricks are insured with such a side suit as Ace-King-Queen-x-x if the partner cannot exhaust the adverse trumps before the suit is led two or three times, nor against a "hard luck" ruff by one adversary of an initial lead by the other; but with a normal break, this two-bid is amply protected even when the suit originally named becomes a side suit.

As the two-bid is a trick-shower, it is unsound to hamper it by restrictions such as requiring strength in *three suits*, or that a suit to be biddable must be headed by Ace or King.

The strength-in-three-suits provision would bar thousands of two-bids that produce game from such a holding as Ace-King-Queen-x-x in the suit, Ace-King-Jack-x in a second suit, and a worthless doubleton in each of the others. A bid of only one with such a hand might be passed by a partner who had ample assistance to produce game and who would have jumped to four over a two-bid, but was just short of a jump to three over a one-bid.

A similar danger lies in the Ace-or-King-of-the-suit-named requirement; imagine the chagrin of a player who found himself restricted to a one-bid with a hand like the following:

♠ Q-J-10-x-x-x
♡ A-K-Q
◇ K-x-x
♣ x

It is all very well to point out the valuable information conveyed to partner when he can be sure that a two-bid means that the bidder has Ace or King of the suit he is naming or has three suits stopped; but what of the sound two-bids and the consequent jumps and games that are throttled by such restrictions?

The following are illustrations of sound original suit-bids of two with Ace-King suits:

Holding in Suit	Side Strength
Ace-King-x-x-x-x	One trick
Ace-King-x-x-x	Two tricks
Ace-King-x-x	Three tricks

FURTHER ILLUSTRATIONS OF TWO-BIDS

	(1)	(2)	(3)
♠	A-K-Q-J-x-x	x-x	A-K-x
♡	x-x-x	A-x-x	Q-J-10-x-x-x
◇	x-x	A-K-x-x-x-x	K-x-x-x
♣	x-x	x-x	None

In No. 1. the three high-card tricks and also the six probable (in this case practically sure) tricks are all in one suit, which obviously lessens the strength of the holding should the partner shift to some other suit; but a denial would give the holder of No. 1 no concern as he would have ample length and strength to go back to his Spades. This is another case in which a bid of either one or three would be dangerous; the former because the partner with game-producing strength might pass, the latter because the partner with one probable trick might jump to four with disastrous results.

In No. 2 it is quite safe to count a total of five probable tricks in the Diamond suit besides one in Hearts; the Diamond honors and the Heart Ace furnishing the three high-card tricks. It may be remarked here that counting the three long cards of a six-card suit as probable tricks is so safe that it rarely results in an overestimate; counting the two long cards of a five-card suit is not quite as conservative. But while one of the two long cards of a 5-carder will occasionally disappoint and the one of a 4-carder will fail somewhat more frequently, it is sound reckoning and part and parcel of a

sound system to count them all as probable tricks.[1]

In No. 3 the Heart suit produces in probable tricks one high-card trick with a total of four; the Spades two high-card tricks; so the bid is there without the value of the King of Diamonds. The value of a King, something less than a trick, is counted as a "plus" with the understanding that two pluses count as one. The blank suit of Clubs should not be reckoned as an asset, the trumps having been counted already; of course as the hand has *six* trumps it may be stronger with no Clubs and four Diamonds than it would be with King-x in Diamonds and x-x in Clubs. That, however, may work the other way; the dummy may have Ace-King of Clubs without an entry and fail to make them if Declarer has no Clubs—an improbable contingency.

	(4)	(5)	(6)
♠	x-x	x-x	x-x
♡	A-K-x-x-x	A-Q-J-x-x	A-x-x-x-x
◇	A-K-J	A-Q	A-K-10
♣	x-x-x	K-x-x-x	A-J-x

In No. 4 there are two high-card tricks with a total of four in the suit to be bid and two high-card tricks in Diamonds. The Jack of Diamonds is merely plus.

In No. 5 the Heart suit produces four tricks, two and two; the Diamonds furnish one plus and the Clubs a plus. So the hand fully justifies a two-bid on the three-and-three basis; being further strengthened by a possible extra trick in Hearts.

[1] The conservatism advisable when depending upon the fourth card of a 4-carder has already been explained.

In No. 6 four high-card tricks are obvious; two more probable Heart tricks are proper to count but may seem a bit doubtful to the conservative, the hand, however, has other assets viz: the potential value of the Diamond Ten and the Club Jack; it can be rated at six tricks plus.

	(7)	(8)	(9)
♠	x	x-x	x
♡	A-x-x-x	x-x-x-x	A-K-x-x
◇	A-K-Q-10	A-K-Q-x	A-K-Q-J
♣	A-Q-x-x	A-K-Q	J-10-x-x

In No. 7 the count of four tricks in Diamonds is proper and reasonably safe; the two other Aces make up the needed total of 6 tricks, at least 5 of which are high-carders, a distinct advantage. The Queen of Clubs is a plus.

In No. 8 the six high-card tricks are obvious, the fourth Diamond probable.

In No. 9 we have a hand which might be said to qualify for Hearts or Diamonds. The much greater strength in Diamonds makes that suit the more advisable; also a Spade bid which is desired from partner[1] is more probable over Diamonds than over Hearts.

Before passing from the two-bid it may be well to state that under the common sense system herein advocated, a two-bid is no more a slam invitation than any other informatory bid. It shows from six to eight tricks and if the partner can see slam possibilities after receiving that information, let him bid with that end in view; but the two-bid is made with

[1] So that this hand can be bid No Trumps.

the hope that it may lead to game, and only after that is assured should the slams be considered.

ORIGINAL SUIT-BIDS OF THREE

Before starting to analyze the strength needed for a three-bid one point must be disposed of. Some writers arguing upon the basis that the poor man should buy a Lincoln, the rich man a Ford, have contended that two-bids should show much greater strength than three-bids. Common sense Contract insists that a bid of three of a suit should be made whenever a jump is desired if partner hold one probable trick. The three-bid guarantees a minimum of eight tricks plus the assurance of possibilities, which exceeds the two-bid guaranty by two tricks and possibilities.

The following hands would justify original three bids.

	(1)	(2)	(3)
♠	A-K-Q-x-x-x	A-Q	K-Q-J
♡	A-Q-J-x	K-Q-J-x-x-x-x-x	A-K-J
◇	x-x	x-x	K-Q-J-10-x
♣	x	x	x-x

In each of the above eight tricks are practically assured and each hand has extra possibilities; No. 1 in Hearts, No. 2 in Spades, No. 3 in Hearts.

ORIGINAL SUIT-BIDS OF FOUR

A bid of four of a major should show either ten tricks in the hand or a holding which will produce ten tricks with the aid of less than a probable trick in

partner's hand—say a Queen or Jack—that fits the bidder's needs.

The bid of four in a minor is rarely made at a love score; it announces ten sure tricks—barring some improbable "hard luck"—and is made instead of three for the purpose of giving partner that information.

Illustrations of four-bid hands are:

	(1)	(2)	(3)
♠	A-K-Q-J-x-x	A	A-K
♡	None	K-Q-J-x-x-x-x	x-x
◇	K-J-10-x	K-Q-10-x	A-K-Q-J-x-x-x-x
♣	A-J-x	x	x

In No. 1 the Queen of Diamonds and in No. 2 the Jack of Diamonds in partner's hand will produce game; in No. 3 the ten tricks are assured.

One theory, with some following, is that a game bid should be notice to partner not to bid for a slam. It is hard to be patient when such absurd doctrine is promulgated. A bid of four of a major should show at least three more tricks than the minimum two-bid would indicate; and while three or four-bids are apt to show much greater length in the suit named than one or two-bids and consequently make a jump in that suit more advisable than a shift to a NoTrump (which often is the best declaration over a one or two-bid), nevertheless they announce a definite number of tricks at the declaration named, and if the partner can add enough to slam, it is obvious that the opportunity should not be overlooked.

BIDS OF FIVE OF A MINOR

These bids are made from a love score with hands that contains eleven tricks.

SUIT JUMPS[1]

After an original suit-bid of four of a major or five of a minor followed by a pass, there is no game-making requirement to induce the partner of the bidder to jump; game already has been bid, so a jump under such circumstances—even if it be to five of a major—is notice that the jumper thinks a slam probable. So is a jump to more than game from a bid of one, two or three. All these bids are considered under the head of Slam Suit-Bids on page 108. Here we will consider only those jumps which are made for game-producing purposes.

When the original bid is three of a major or three or four of a minor, the partner jumps with one probable trick; and in none of these cases does the jumper have to consider the holding of normal support in his partner's suit as essential to the jump. The original bidder, by his high suit-bid, has shown that he does not need assistance in the suit he is naming.

When a player bids one or more of a suit, the "support" for that suit consists of the cards of it held by the bidder's partner. The meaning of "normal support" is shown by the following table.

[1] For an abridged treatment of this subject, see page 102.

NORMAL SUPPORT TABLE

Less than Normal	Normal	More than Normal
x-x	x-x-x	x-x-x-x
Ace	Ace-x	Ace-x-x
King	King-x	King-x-x
Queen	Queen-Jack	Queen-x-x

Queen-x may be classed as "normal" or "less than normal" according to circumstances. Do not hesitate about making an advantageous shift to another suit or No Trump on account of rating Queen-x as normal support; nor to make an advantageous raise or jump of partner's suit-bid because of the fear that Queen-x is less than normal support. The latter advice applies with even more emphasis when partner's first bid is two of his suit.

When deciding whether to raise or jump partner's suit-bid of one or two, there are two essentials, neither of which can be dispensed with safely. The first is normal support in partner's suit; the second, the requisite count as shown in the schedule of values for suit jumps.

Contract bidding demands much greater accuracy than Auction Bridge bidding and probably the most trying test of accuracy comes when determining how much strength is required for raises or jumps of partner's suit. The difficulty in this case arises from the fact that there are four types of assets upon which jumping is based. They are:

A High cards.

B The ability to ruff (trump) some other suit in which the original bidder may have one or more losers.

C More than normal length (that is, more than three cards) in partner's suit.

D Length in some other strong suit.

A
HIGH CARDS

Under the high-card head there are two divisions, and under each division two sub-divisions. The divisions are:

(1) High cards in partner's suit.

(2) High cards in suits that partner has not bid.

In (1) the value of the high cards is affected by the number of cards of partner's suit that the jumping hand holds.

In (2) the value of a face card is increased when it is accompanied by a higher card of its suit.

(1)

The high cards of the suit that partner has named are valued as follows:

VALUE OF HIGH CARDS IN PARTNER'S SUIT

	When the Jumping Hand Holds Two Cards in the Suit	When the Jumping Hand Holds Three or More of the Suit
Ace	3	5
King	2	4
Queen	1	3
Jack-Ten	0	1
Jack	0	0

In the somewhat unusual case in which two face cards are held in partner's suit, the value of the

higher would be as above; the lower would be rated as follows:

With Higher Honor	Two Cards in Suit	Suit of Three or More
King	5	5
Queen	2	4
Jack	1	1

High cards in any suit not named by partner are valued as follows:

(2)

VALUE OF HIGH CARDS IN SIDE SUIT

	When Highest Card of Suit	With Higher Honor
Ace	5	..
King	3	5
Queen	1	3
Jack	0	1

In the above table it will be noted that 5-3-1—the respective values for Ace, King or Queen at head of suit—are also the respective values for King, Queen or Jack with a higher honor; but the higher honor retains its value as shown in the left hand column. Consequently, an Ace counts 5, a King if top of suit 3; but Ace-King would count 10. A King at head of suit counts 3, a Queen at head of suit 1, so a King in one suit and a Queen in another count 4; but a King and Queen of the same suit (King-Queen) would count 6, the King maintaining its value of 3 and the Queen, by reason of the higher honor being with it, being rated at 3 instead of 1.

Suppose the partner of a player who had bid one or two Spades held:

♠ Q-x-x
♡ Q-x-x-x
◇ A-K-x
♣ Q-J-x

His hand would count: Spades 3, Hearts 1, Diamonds 10, Clubs 2—total 16. (The Spades are rated from the table on page 92, the other suits from the table on page 93.)

B

ABILITY TO RUFF

Valuations allowed, to a hand that has three cards of partner's suit, for a short suit which may aid the Declarer by trumping one or more of his losing cards:

A blank suit	8
A singleton	4
A doubleton	1
Two doubletons	3

With two-card normal support, shade the above values to 6, 3, 1 and 2 respectively.

Now we will see how hands should be counted that combine the two elements—high-card values and ability to ruff. North hands; South has bid one or two Spades, West has passed.

(1)	(2)
♠ Q-x-x	J-10-x
♡ A-K-x-x	A-Q-J-x
◇ K-x	J
♣ x-x-x-x	J-x-x-x-x

Counting the value of these hands for jumping purposes, No 1 would be reckoned as follows. Spades, Queen of suit named by partner, 3; Hearts, Ace 5, King with a higher honor 5; Diamonds, King 3; doubleton in Diamonds 1; total 17. No. 2: Spades, Jack-Ten-x of partner's suit, 1; Hearts, Ace 5, Queen with higher honor 3, Jack with higher honor 1; singleton in Diamonds 4; total 14.

C
LENGTH IN PARTNER'S SUIT

Having more than three cards of partner's suit is an asset to be considered in arriving at the jumping value of a hand. The number of points allowed for this are:

For holding four cards of partner's suit..... 2
For holding more than four cards of partner's suit. 3

Illustrations. South (dealer) bids one or two Spades, West passes, North holds—

	(1)	(2)
♠	Q-x-x-x	K-x-x-x-x
♡	A-J-x-x	A-Q-x-x
◇	x-x-x-x	x-x
♣	x	x-x

These hands would count:

	(1)	(2)
Spades	5	7
Hearts	6	8
Diamonds	0	3
Clubs	4	
Total	15	18

Itemizing the above we find:

(1) Spades, Queen of partner's suit 3, four cards of partner's suit 2; Hearts, Ace 5, Jack with higher honor 1; Clubs, singleton 4.

(2) Spades, King of partner's suit 4, five cards of partner's suit 3; Hearts, Ace 5, Queen with higher honor 3; two doubletons 3.

D
LENGTH IN OTHER STRONG SUIT

The remaining asset which a jumping hand may have is a strong five-card suit. Such a holding counts in addition to the high-card value of the honor or honors of the suit as follows:

A Five-Card Suit Headed by	Counts
Ace or King and Queen	1
Ace and King	2
Ace, King and Queen	3

Two illustrations follow: South has bid one or two Spades, West has passed, North hands:

	(1)	(2)
♠	K-Q	J-10-x-x
♡	A-x-x-x-x	K-x-x-x-x
◇	x-x	None
♣	K-J-x-x	A-Q-J-x

These hands would count:

	(1)	(2)
Spades	4	3
Hearts	6	3
Diamonds	1	8
Clubs	4	9
Total	15	23

Itemizing the above, we find:

(1) Spades, King of partner's suit (two cards in suit) 2, Queen (two cards in suit but with higher honor) 2; Hearts, Ace 5, five card suit headed by Ace 1; Diamond doubelton 1; Clubs, King 3, Jack (with higher honor) 1.

(2) Spades, Jack-Ten of partner's suit 1, four cards of partner's suit 2; Hearts, King 3; no Diamonds 8; Clubs, Ace 5; Queen (with higher honor) 3; Jack (with higher honor) 1.

Putting in one statement all of the above ratings for various types of jumping assets we have the following:

VALUE OF HIGH CARDS

WHEN HIGHEST OF SUIT

	In Partner's Suit		
	2 Cards in Suit	3 Cards in Suit	In Side Suit
Ace	3	5	5
King	2	4	3
Queen	1	3	1
Jack-Ten	0	1	0
Jack	0	0	0

WITH HIGHER HONOR

King	5	5	5
Queen	2	4	3
Jack	1	1	1

MORE THAN NORMAL LENGTH IN PARTNER'S SUIT

Four cards	2
Five cards	3

RUFFING VALUES

	With 3-Card Normal Support	With 2-Card Normal Support
Blank suit	8	6
Singleton	4	3
Doubleton	1	1
Two Doubletons	3	2

VALUE FOR 5-CARD SIDE SUIT

If Headed by	
Ace or King-Queen	1
Ace-King	2
Ace-King-Queen	3

Now having mastered the figures, we come to the simple statement of the total values required for the various jumps. This can best be stated as follows:

VALUATIONS FOR SUIT JUMPS AT A LOVE SCORE

Jump Partner's Suit-Bid of	To Two with	To Three with	To Four with
One[1]	13[3]	17	21
Two[1]	..	8	12
Three[2]	..	..	One probable trick

In the above table of minimum counts for jumps there are, as it would be obvious there must be, some cases in which there has been grave doubt in choosing between two figures. For example, at first thought 13 seems to be unduly conservative as the jump of one to two; complying with this count means passing with many seemingly strong hands; for example,

[1] With normal support in suit.
[2] Normal support not essential.
[3] With a count of 12 if three odd tricks will produce game; with 11 if two odd tricks will produce game.

suppose North to hold, after South's Spade bid, the following:

	(1)	(2)	(3)
♠	x-x-x-x	J-x-x-x-x	J-10-x
♡	A-x-x	A-x-x	A-x-x
◇	A-x-x	K-x-x	A-x-x
♣	x-x-x	x-x	Q-x-x-x

All three hands count 12 and all look strong enough for a jump; the test is to try them facing a hand strong enough for a one-Spade bid, but not strong enough to bid two, and see how often the combined hands can go game from a love score.

The illustrations above given are about the most promising 12-count hands that could be conjured up, and yet only with an abnormally favorable break will they produce ten tricks.

If less than ten tricks would produce game or if South could have a six-trick or stronger hand, the situation would be different; but at a love score and with a South who will bid two when his hand justifies it, many penalties suffered by those who jump "with two aces" will be avoided by jumping conservatism, and only with a freak distribution will a game be lost. If the bars should be let down for the one-to-two jump, so as to allow it to be made with some such holding as two Aces and normal support as many advocate (indeed as the author advocated when the game was young and Auction ideas were still uppermost) many losses must ensue. Let us see what may happen when a minimum faces a minimum:

♠ x-x-x
♡ A-x-x
◇ A-x-x
♣ x-x-x-x

♠ A-K-x-x-x
♡ x-x-x
◇ x-x-x
♣ x-x

With the best possible division of the adverse Spades North and South will take only six tricks; with the worst possible division, four tricks.

Let us look at another case:

♠ x-x-x
♡ A-x-x
◇ A-x-x
♣ x-x-x-x

♠ A-K-x-x
♡ x-x-x
◇ x-x-x
♣ A-x-x

Once again the combined hands may be expected to lose at least seven tricks with a good chance of losing eight. A pair of hands that may be two down on the original bid does not need a jump.

It is obvious that any system must be faulty which produces bidding that must lose heavily whenever a minimum faces a minimum, a not unusual happening; so it becomes necessary to be more conservative than most authorities and to raise either the limit for the bid or for the jump.

The original light suit-bid of one frequently proves valuable as a lead-director, as an eliminator of adverse bids, as a messenger which conveys information of inestimable value to the partner, as a producer of partial scores (the value of which many fail to appreciate in Contract) and of game-going bids that would never be made after an initial pass; so to require greater strength for such a bid would be unwise, especially as it can be protected by making the jumps conservative.

Of course there is a wide difference between the two Aces advocated by some and the count of 13 given in this book; even 11 or 12 would be a greater requirement than two Aces. The writer frankly admits that he and his associates in their research on this point were seriously embarrassed when attempting to decide between 12 and 13. The final tests would seem to indicate that 13 is sounder than 12, but with the important proviso that when the bidding side has a score which will produce game with a bid of two or three, a jump surely should be

made with 12. While there are few 12's that will produce ten tricks opposite a one-bid, there are enough that will produce nine to make the try important when nine is all that is needed, and of course when eight tricks is the goal the chance to make them should not be neglected. With only two-odd needed for game, a jump of partner's suit bid of one should be made with normal support and a count of 11, or even with normal support and two Aces (count 10).

SIMPLIFICATION OF SUIT RAISES

Readers who feel that they are willing to forego something of completeness and accuracy for the sake of brevity and simplicity, may find the following re-statement of the suit-jump principles to their liking. Under the head of "jumps" in this connection are included any advance of partner's original suit-bid, no matter whether it has been passed or overcalled by the intervening adversary.

The highest degree of success in bidding results can be obtained only by employing the most thorough methods of hand-valuation; and the author believes that the methods of counting and the tables given on pages 97 and 98 cover that branch of Contract much more completely, accurately and satisfactorily than anything heretofore attempted. But perhaps the beginner or casual reader who may be unwilling or unable to master so complicated a set of figures, may find it advantageous to consider the subject in its broader aspects.

When we say that a certain high card, or a certain length in partner's suit, or a long suit, or a singleton adds a certain number of points to the count of a hand, and that the hand can make a certain raise or jump of partner's suit when it has a given total count, we are merely combining a variety of elements of strength into one numerical value and then translating that value into raisers. In appraising a hand for suit-jumping purposes, the elements of strength being so various and "shifty," it is impossible to translate each individual element directly into raisers—but we can approximate such a translation for our present purpose of abridgement. We are considering solely the problem of the partner of an original suit-bidder who has bid one or two of a suit, and the case in which the partner's problem is whether to pass or jump the bid, and how far to jump if he does jump.

High cards which should be good for tricks may be counted as raisers: an Ace and the combination of King and Queen in the same suit would each be one raiser; Ace-King may be called two raisers, and Ace-King-Queen three. A King, well guarded but without its Ace or Queen, would be nearly a raiser, so would a Queen in an Ace-Queen suit; a guarded Queen (Queen-x-x) without Ace, King or Jack in the same suit would not be of much value by itself, but Queen-Jack-x would have appreciable value, and Queen-Jack-x in one suit, combined with King-x in another, or with the Queen of another Ace-Queen suit, would make up a raiser. To illus-

trate: Ace-Queen-x and Queen-Jack-x = 2 raisers, King-x and Queen-Jack-x = 1 raiser. For this rough estimate, high cards are counted the same whether they are in the suit to be jumped or in another.

Partner's suit-bid of one or two never should be jumped unless the jumper has at least "normal length" (three cards) of it; and in speaking of "length" as an asset in that suit, we mean extra cards beyond the first three. Four cards of partner's suit is an asset, five a greater one; but neither is counted as a full raiser.

As the jumper's hand will become the dummy with at least three trumps in it if partner's declaration becomes the contract, ability to ruff is an asset. A blank suit is rated as almost but not quite two raisers; a singleton is almost a raiser. Doubletons are hardly worth counting, but a singleton and a doubleton would be fully a raiser, a blank suit and a doubleton two raisers, extra length in partner's suit or a singleton with a King would be counted as a raiser and so would five cards of partners suit and two doubletons.

Having made up your mind how many raisers your hand contains, you are prepared for action when your partner makes an original suit-bid and the next player passes.

To jump a one-bid: you need between 2 and 3 raisers to bid two; more than 3 raisers to bid three; 4 raisers to bid four.

To jump a two-bid: you need nearly two raisers to bid three; more than 2 to bid four.

To jump a three-bid to four, all you need is one probable trick and normal support in the suit is not essential.

After the reader has acquired a practical working knowledge of the foregoing simple method of suit jumps, he may want to go a step further and take a preliminary lesson in gauging his hands by the "count" method. To enable him to take this step, condensed tables of counts and jumping values are given below. To effect this condensation, it has been necessary to omit certain items and to shade the value of others; nevertheless the tables are thoroughly practical and the results obtained from them will be somewhat more accurate than those obtained by the simpler raiser-counting method given above, although necessarily less accurate than the complete method covered by pages 97 and 98.

CONDENSED TABLE OF SUIT-JUMP ASSETS

Any Ace	5
Any King	3[1]
Any Queen	1[2]
A blank suit	8
A Singleton	4
A Doubleton	1
Four cards of partner's suit	2
Five cards of partner's suit	3

The player who contemplates advancing his partner's original suit-bid of one or two, whether

[1] Any King with its Ace counts 5.
[2] Any Queen with a higher honor in its suit counts 3.

overcalled or passed by the intervening adversary (either form of raise being treated as a "jump" in this connection), should first ascertain the count of his hand from the above table. Then he should pass or jump one or more according to the following table.

CONDENSED TABLE FOR JUMPING PARTNER'S SUIT-BID

Jump	from	1	to	2	with a count of	13
"	"	1	to	3	" " "	17
"	"	1	to	4	" " "	21
"	"	2	to	3	" " "	8
"	"	2	to	4	" " "	12

SUIT REBIDS

A suit bidder who has been jumped by partner should pass when his original bid was a minimum; but should rebid when his hand is materially stronger than the minimum that his original bid guaranteed. A one-bidder who has been jumped to two should bid three if his hand contains, in addition to the minimum of two high-card tricks and two more probable tricks, required for the one-bid, any one of the following:

One additional high-card trick.

One additional probable low-card trick.

Two pluses.

One plus and any other element of strength.

He should bid four when his hand is just short of an original two-bid and can be estimated as containing more than five probable tricks.

A major suit one-bidder who has been jumped to three should make the four rebid whenever his hand

has any element of strength in addition to the amount originally shown. In such case it is proper to reckon a doubleton as an asset with holdings like No. 2 in the following:

	(1)	(2)
♠	A-K-J-x	A-K-J-x
♡	A-x-x	A-x-x
◇	x-x-x	x-x-x-x
♣	x-x-x	x-x

In both hands the strength would be rated as practically a minimum for an original one-bid; the Spade Jack in place of an x being the only unshown value. If South (for example) should bid one Spade on either hand, and North jumped to three Spades, the strength furnished by the Jack would not be sufficient to warrant a rebid of four Spades by South. But with hand No. 2, the Club doubleton would add enough weight to the Spade Jack to give South a sound rebid of four Spades over North's double jump to three Spades.

Hand No. 1, lacking the doubleton, would not furnish a four-Spade rebid; but there is another bid which should be risked—three No Trumps. That would be a shift to a game-bid without increasing the three-trick commitment; it also would indicate clearly that the original bid had been made with a four-card suit. This type of bidding may seem like playing with fire, and in a few deals it will prove to be that; but North's double jump has shown a count of 17 to 20 and consequently pro-

tective side strength (although possibly not in both minors), and he can go on to four Spades if that seems wiser than letting South's three No Trumps stand. So with either hand held by South, a one-to-three Spade jump by North shows a chance for game which South should not neglect.

SLAM BIDS WITH A TRUMP CONTRACT

If an original bidder, at a zero score, should have a hand containing twelve or thirteen sure tricks with a suit the trump, the conservative declaration would be to bid the full value of the hand; a player with such unusual strength cannot safely depend upon either partner or adversary to bid and keep the contracting open.

There are only two reasons for not bidding originally for a sure grand or small slam.

(*a*) It may show the adversaries that the contract can be made and keep them from doubling when they would have done so if the bid had been reached by gradual stages, with an appearance of reluctance.

(*b*) It may induce an adversary to make a "flag-flying" overcall on the theory that his loss (even at a doubled contract) will be less than the score the bidder would make with his slam premium, value of game and point score.

Neither of these possibilities (in Goulashes more than possibilities) is sufficiently dangerous to warrant risking an otherwise assured premium.

In determining whether the hand contains an assured suit-bid slam, it must be remembered that such a hand is a bit abnormal, making it probable that there are other abnormal hands. But (except in Goulashes) do not hesitate to count as tricks all the small cards in any suit like the following:

Ace-King-Queen-Jack-x
Ace-King-Queen-x-x-x
Ace-Queen-Jack-x-x-x
King-Queen-Jack-x-x-x

MAJOR BIDS OF FIVE

With a love score and a hand containing eleven sure tricks for a major trump, bid five if you want a slam bid from a partner who holds any Ace. With a blank suit, however, it may be dangerous to ask him to jump with one Ace; to illustrate:

♠ A-x-x-x
♡ x-x
◇ x-x-x
♣ x-x-x-x

♠ None
♡ A-K-Q-J-x-x-x
◇ Q-J-10-9
♣ A-K

In hand on page 109 if South should bid five Hearts, North would bid six Hearts or five Spades; in the latter event South would bid six Hearts. He could make only five. With the following:

♠ x
♡ A-K-Q-J-x-x-x
◇ K-Q-J
♣ A-K

five could be bid safely because either of the missing Aces in the North hand will produce a small slam.

JUMP OF A MAJOR FIVE-BID

When five Spades or Hearts is bid, it is a command to partner to bid six (small slam) with one trick. In such case, differing for obvious reasons from slam bidding with a No Trump contract, King-Queen should not be shown. Holding King-Queen with partner bidding four No Trumps, or holding King-Queen and a No Trump count of at least 4 more (9 in all) with partner bidding three No Trumps, a suit-bid for slam purposes can be made[1] just as it would be with an Ace; but over a suit-bid of five do not show King-Queen of another suit for slam purposes; in that case a slam suit-bid is an Ace shower. With King-Queen and a desire to slam, jump partner's bid. Whether it is better to jump or show an Ace is a close question.

Suppose South has bid five Spades, and North holds:

[1] Over three No Trumps, it should not be made with a major suit-bid.

♠ x-x-x
♡ A-x-x
◇ x-x-x-x
♣ x-x-x

It would be North's duty to bid six Spades or six Hearts. The Heart bid should not deceive South; the Spade declaration having been more than set by a bid for more than game, a Heart bid would be an Ace shower, not a length shower.

As to which bid in this case is the more advantageous there are two opinions in expert circles. All agree that the Ace-showing gives more accurate information, and then split over these two opposite theories.

(*a*) That in this case Ace-showing is advantageous because it may enable partner to bid for a grand slam.

(*b*) That it is disadvantageous because it may aid the leader in determining which suit to avoid.

While information-giving usually pays, in this particular instance the chances seem to be at least doubtful. It would be somewhat unusual for a player who started with a bid of five to be warranted in bidding seven merely by the knowledge that his partner had a particular Ace, but such a hand would be quite possible. For example, if the original bidder had some such holding as:

King-Queen-x or King-Queen-Jack-x

in the partner's Ace suit and was sure of all the other tricks (having figured that he might lose two tricks in that suit), the Ace would practically ensure a Grand Slam[1] and no other card would do so. Probably the choice between jumping partner's major five to six and showing an Ace by bidding another suit, should be rated as optional.

JUMPING FOUR OF A MINOR

When the original bid is four of a minor (love score), a jump to five (game) should be made with one probable trick, a jump to six (small slam) with two practically sure tricks. Game not having been bid, Ace showing would not be in order and the bid of another suit would indicate that the bidder wanted to suggest a better route to game.

JUMPING FOUR OF A MAJOR

When the original bid is four of a major (game) partner should pass with less than two reasonably sure tricks. Two Aces might justify a slam bid, an Ace-King would be much more doubtful, as the four-bidder might have an x-x in one of the two remaining suits and the adversaries might reel off two tricks in it. In either case a bid of five would be safer, the original four may have been made with a little less than ten tricks.[2] When trying for a slam after a major bid of four, is the jump or the Ace-showing

[1] Of course even in this case a ruff by one adversary of the suit originally led by the other would upset grand slam calculations; but that slight risk should not interfere with the bid, the chance of such a happening is too remote.

[2] A bid of five could not mislead the original bidder concerning the strength of the partner's hand because with only one trick the partner would pass.

the better practice? It is freely conceded that answers on both sides of this question would be received if it were submitted to the expert opinion of the country; but bidding a higher four (Spades over Hearts) or five of a minor over either major, is safer with the Ace of the bid suit and another trick, than jumping one or two in partner's suit; it gives much more accurate information to the game-bidder who must rebid to at least five of his suit, which surely can be made if the original four-bid was sound. In this case the information given to the leader is not apt to be harmful as the hand to be led through has other strength.

SLAM JUMPS OVER MAJOR SUIT-BIDS OF ONE OR TWO

When the partner of a suit-bidder who by starting with a major bid of one has shown less than six tricks, or who by starting with a major bid of two has shown six, seven or perhaps even eight tricks without other possibilities, has such strength that a slam in the suit named seems sure, the best method is to put in the slam bid at once. When the slam is probable but not sure, bid five to tell the original bidder to go to six if his bid was made with more than minimum strength, but to pass and play for the sure five if his bid was a minimum or a practical minimum.

Differing from the No Trump situation, it is difficult to give a dependable count for slam jumps under such conditions; when playing strong suit-contracts, slams are apt to depend upon cross ruffs or the location or distribution of adverse cards, factors that

do not disclose themselves during the contracting no matter what system of bidding is used. When the catching of an adverse King is essential for the slam, or when four adverse trumps which include Queen, Jack and Ten must be dropped in two rounds to make the slam, no bidding skill can indicate what will happen. The partner of an original bidder may figure a singleton as being of material value, only to find it is matched with a singleton of the same suit in Declarer's hand and therefore is not an asset.

It should be emphasized that the celebrated "*Don't*" advice concerning matrimony applies to all slam bids or jumps which have no clearly indicated long odds in their favor. The record of the past shows that every "killing" accomplished by a slam venture has been offset by losses many times as great. Overly sanguine or "bad break" slam tries have gone on the rocks for point losses which aggregate millions. A game that can be valued in round figures at 300 with a score of over 100 more, may be lost; and to that must be added the amount of the penalty which, with the probable double, may be heavy. Rainbow-chasing for a slam premium is not a sound gamble.

But as long as Contract players are human beings with speculative instincts, slam tries will be made and more opportunities will occur in suits than in No Trumps; so we must consider whether the count for suit jumps will be a safeguard. It has been estimated that 21 is sufficient to jump partner's

major one to four, so 28 should be reasonably safe for a jump to five, and 35 to six. After partner's bid of two of a suit, 12 is all that is needed to jump to four; on the same basis 19 should be O.K. for a leap to five, and 26 for a "pole vault" to six.

When jumping a suit-bid into the slam territory, the jumper should consider the possibility that the bid may have been made with only four cards of the suit; if so, a slam-bid or even a five-bid with merely normal support in the suit would be attended with the most serious danger. In fact, to succeed, it is likely that it would have to be supported by an improbable division of the adverse trumps. So for jumps from one or two to five or six of partner's suit, four cards of the suit would seem to be a vital requisite.

OTHER SLAM BIDS IN SUITS

Over partner's minor, with great assistance for his suit, it is a case of bidding game (5) or slam (6) and on that point there is nothing to be added to the comment given above.

When the bidding side has a partial score, an original bid of exactly game does *not* set the contract; the partner may have good reason for changing the bid, so it would not be wise to make his overcall in some other suit a slam Ace-shower.

To illustrate: score 60, South two Diamonds, West pass, North two Spades (or two Hearts or three Clubs) would be saying, "I think it better to try for game in my suit." Bidding more than a minimum, as, for example, in the above case, three of either

major or four Clubs would be a slam suggester in the suit named.

With the above score a bid of three Diamonds by partner would start the slam ball rolling (and permit Ace-showing) unless the original bidder had a practical minimum and consequently felt positive that well enough should be let alone.

When the bidding side has a score and an original suit-bid of more than game (from that score) is made, there are occasional hands with which the partner may wish to suggest that some other suit might be more productive. This suggestion can be conveyed by a jump-shift; that is, by making an unnecessarily high bid in another suit. E.g., score 40, South four Diamonds, North five Spades. Under these same conditions, a bid of four Spades would show the Ace of Spades; it would not be a length-shower.

When the score is so low that the scheme can be carried out safely; in other words, when the original bid for more than game is two or three, valuable information can be given and received by the original bidder. When a bid of two or three is a bid for more than game, the following is advantageous.

Make the original bid the lowest that will go above game (e.g., two Spades with a score of 70 or three Spades with a score of 40) announce that neither a jump in the bid suit nor an Ace-showing is desired unless partner has at least two sure tricks. Make the bid one higher than necessary (e.g., three Spades with a score of 70 or four Spades with a score of 40) announce that a jump or Ace-showing is desired if partner have one sure trick.

VI

FOLLOWING BIDS

A following bid is one made immediately after an initial bid by an opponent; and it is generally recognized that a following bid may be made with less strength than an initial bid. For example, with Ace-Queen-Ten-x-x and no strength in any other suit, an initial bid would be unsound; but that holding should be named by second hand after a suit-bid of one in a lower-valued suit by dealer. The Auction rule is that a following bid presumably shows a five-card suit with a hand containing greater strength than one high-card trick, but not necessarily the two high-card tricks required for the initial bid. In Contract the theory of following bids must be modified somewhat because of the jump from partner which the initial Contract bid suggests and the Auction bid does not.

A major bid by dealer, passed by second hand, is apt to be jumped by third hand, and passed by fourth hand who would not dare to bid for fear his partner may be trickless. If a following bid had been made by second hand, fourth hand might well have been justified in raising or in naming his own suit; for that reason, it is unwise for second hand to pass when he has the strength for a following bid.

When the initial bid is No Trump, weak following

bids are not made; but an original minor bid frequently is overcalled by a following bid, and the latter may prove to be a valuable lead-director. With an initial major bid, the probabilities are that if the side of the original bidder obtain the contract, it will be in the suit first named, and that second hand will be the original leader; with an initial minor bid, the chances are that third hand will change the declaration and fourth hand be the original leader. Therefore, when one of a minor suit is bid initially, the following bid is more likely to be of value for fourth hand as a lead-director than is a bid following an initial major. Another value of any following bid is that it may shut out a third hand No Trump.

Another important question to be considered is whether the following bid can be made by a call of one, as is generally the case when it is made over an initial minor, or necessitates a call of two, as is apt to be the case when it is made over an initial major. The offer of a contract to take eight tricks with a hand that may fall five tricks short of the commitment is too dangerous to risk. It therefore seems wise to provide that following bids, when made with less strength than is required for initial bids, should be limited to bids of one made over an initial minor; or possibly one Spade over one Heart and that all other following bids—including two Clubs over one Diamond—should announce at least the full strength required for an initial one-bid at Contract. With that understanding, a partner should be conservative when raising or jumping a following bid of one.

VII

BIDDING NO TRUMPS OVER PARTNER'S SUIT BIDS

When the original bid is one of a suit, or even two, its maker is not urging that the suit he is naming be the final declaration of his side; his bid has been made to give accurate information which he hopes will enable his partner to select the best contract for the combined hands. When the original bid is three or more of a suit, it announces the belief that the suit named will be effective as the final declaration. The partner should accord full weight to the information that the original bidder has conveyed.

The number of tricks needed for game must be kept in mind; also the important factor of normal support. Normal support (i.e., Ace and one, King and one, Queen-Jack,[1] or any three cards of partner's suit) is fully discussed elsewhere (page 91) and need not be considered here, other than to note that as a partner's suit-bid of one or two should not be raised or jumped without normal support, the presence or absence of such support frequently determines whether partner's major suit should be advanced or be overcalled with No Trump or some other suit.

At a love score, better bids may be made over

[1] When partner has bid two, Queen-x.

partner's original minor bid of one or two regardless of normal support.

PROTECTIVE NO TRUMPS

Generally when a No Trump is bid, it is with the idea that there may be game in the combined hands at that declaration or at one which it may induce the partner to make; but occasionally after a non-fitting bid by partner, it is advisable to bid a protective No Trump. This bid is made, after partner has bid a suit in which the bidder is distinctly short, because No Trump is apt to go down less, or has a better chance of taking seven tricks than the declaration the partner has named.

An original bid of only one of a suit shows a hand with less than six tricks; and it is not likely, when the partner holds three small cards of that suit and—let us say—an Ace and King of different side suits, that the combined hands will take more than seven tricks; but those seven tricks are more apt to be obtainable in the original bidder's suit than at No Trump. With only two cards of partner's suit and a 4-4-3 division of the other suits, or with one of partner's suit and a 4-4-4 division of the others (an Ace and King being respectively at the head of two of the side suits), the situation is reversed and one-odd at No Trump probably will be easier to make than one-odd of the suit. Consequently, with a score of not more than 35 below the line, an original major bid of one should be passed by a partner with normal support and a side Ace and King (No Trump count 7) or equivalent strength;

but with less than normal support and with a count of 7 in the other three suits, one No Trump should be bid.

Elsewhere discussions will be found of such complex questions as: when partner's bid should be passed, when advanced, and when a shift should be made to another suit; this chapter does not cover those points, but gives only the minimums with which any size No Trump should be bid when No Trump is the best declaration. To say that No Trump may be bid over partner's suit with less than normal support and with a certain count does not mean that under such conditions No Trump is necessarily the best bid.

To illustrate; a count of 7, 8, 9 or 10 is needed to overcall two Hearts with two No Trumps, or a count of 11 to bid three No Trumps; besides which, the overcalling partner must be without normal support and must be able to stop two suits other than partner's. Suppose South has bid two Hearts and North had:

♠ A-K-x-x-x
♡ x
◇ A-x-x-x
♣ x-x-x

he would have lack of normal Heart support, two other suits stopped and a count of 11, which are the characteristics of a No Trump take-out; but with a strong five-card major and the Clubs unstopped, he should bid Spades, not No Trump. Generally when

in doubt between a major and a No Trump, resolve the doubt in favor of the major.

The table that follows is not to be used in deciding between No Trump and some other declaration; it merely shows the minimum for a No Trump, and if that bid is to be made, whether its size should be one or more.

Emphasis should be placed upon "two other suits stopped"; which means two suits other than the one originally bid by the partner. Suppose a Diamond is bid by South, and North holds:

♠ x-x-x
♡ x-x
◇ K-Q-x-x-x
♣ A-K-Q

North has a count of 14—more than enough to bid two No Trumps—and has two suits stopped; but not two "other" suits. North is too strong to pass but even one No Trump would be dangerous with protection in only one of the three unnamed suits; the Clubs are short, so there remains only a jump of South's Diamonds—which is the declaration North should make.

The table which follows furnishes the No Trump minimums for each situation.

Another case which calls for care arises when employing the figures given in the table for bidding No Trump over a suit with only two of the other three suits stopped; to justify that bid the unstopped suit should have at least normal length.

The bids are for cases in which there has been no adverse bid and in which the bidding side has no score. The No Trump count is used.

This table should be used for major take-outs only when the hand has less than normal support for partner's major; but it should be used for minor take-outs regardless of the length of the hand in partner's minor, unless it be so unusual that game in the minor seems probable.

Amount of Partner's Original Suit Bid	Bid 1 No Trump with		Bid 2 No Trumps with		Bid 3 No Trumps with		Bid 4 No Trumps with	
	Other Suits Stopped	Count	Other Suits Stopped	Count	Other Suits Stopped	Count	Other Suits Stopped	Count
One	2 3	7[1] 6[2]	2 3	13 11	2 3	17 15	3	21[3]
Two			2 3	7 any	2 3	11 9	3	16[3]
Three					3[4]	any	3[4]	14[3]
Four[5]							3[4]	12[3]

[1] With normal support for partner's minor a pass is optional with a count of 7 or 8.
[2] With normal support for partner's minor a pass is optional with a count of 6 or 7.
[3] At least one card of partner's suit.
[4] The other three suits all stopped twice.
[5] This line applies to minors only, over a game bid in a major four No Trumps would be a slam suggestion.

A player who contemplates taking out his partner's original minor bid will realize that a No Trump counting 35 is more valuable than a minor 20; but 20 is much better than being set, so it is a case for the exercise of judgment whether to bid or pass. It is for this reason that the footnotes 1 and 2 are added to the table on page 123.

VIII

OVERCALLING PARTNER'S NO TRUMP WITH A SUIT-BID

In Contract, suit-bids are made over partner's No Trump with one of three objects:

(1) When there seems to be little hope of making the No Trump contract, to prevent or minimize loss;

(2) To shift to a declaration which may be more apt to produce game;

(3) To give an accurate picture of the suit-bidder's hand and put partner in position to choose between rebidding the No Trump, bidding for game in the suit or allowing the take-out bid to stand.

In considering these Contract suit-bid take-outs, we must remove from our minds many ideas that may have been fixed there quite firmly by years of Auction Bridge experience; there is no other feature of the declaration in which there is so wide a difference between the two games.

OVERCALLING WITH A MAJOR SUIT

Supposing South to have bid one No Trump and West to have passed, let us first consider two strong North hands with five-card majors in them.

	(A)	(B)
♠	A-J-x-x-x	K-Q-10-x-x
♡	A-J-x	A-x-x
◇	K-x-x	K-x-x
♣	x-x	x-x

Both A and B count 14 (No Trump count) for the partner of a no trumper; the value of the high cards in A is 13, in B 12; but in each case the value of the five-card suit must be added. In A, having only one of the three top honors, the Spade suit counts 1; in B, with two of the three top honors it counts 2; and as this value is a proper item to include when deciding upon a major bid over a No Trump, both hands are rated for that purpose at 14. A count of 12, so reckoned, is enough to justify jumping partner's one No Trump all the way to three and the holder of either of the above hands would be guilty of a serious error if he allowed the deal to be played at less than a game bid.

Either of these hands, in conjunction with a hand which justifies a bid of one No Trump, is practically sure to make either nine tricks at No Trump or ten tricks at Spades, possibly it could go game at either; on the other hand, the Declarer may find game easy in No Trump and difficult or impossible in Spades, or vice versa, depending upon which is the declaration better fitted for the combined twenty-six cards. Should North bid three No Trumps, he would fail to disclose his strong Spade holding; should he bid the game-going four Spades, South could not return to No Trump without bidding beyond a game contract. As North must insist upon a game bid either in Spades or No Trump, he would not dare to bid only two Spades or two No Trumps because it is quite likely that South holds a minimum No Trump and would pass.

Supposing South to be a dependable bidder, North need not hesitate about bidding three Spades for fear of being left in with a non-game contract; the bid of three of a major over one No Trump would announce a decision to try for game and would be a request to South to name a game-goer, choosing either three No Trumps or four Spades. With the exception of the informatory double and the slam-invitation bids, this is the only case in which CONTRACT BRIDGE FOR ALL recognizes the soundness of permitting a player to demand a bid from his partner.

In many systems of Contract bidding we find an abundance of bids called by some "forcing" and by others "demand" which require a partner to bid even if he have a veritable bust; in our system we have this isolated instance of the same bidding theory but without the usual danger of finding partner with a bust and therefore without the risk of the loss apt to ensue when a player is compelled to bid with a trickless hand.

In Auction bidding showing the same strength twice is a most serious offense but a Contract player who has bid one No Trump with the lightest holding which would justify that bid, cannot be embarrassed by being required to bid again because he is not rebidding his own strength when he bids either three No Trumps or four of the major over his partner's take-out bid of three of a major. The partner with sufficient strength to justify his action has called for a selection and is responsible for the outcome. The no trumper's second bid does not an-

nounce any strength in addition to the amount that his one No Trump has indicated; he merely chooses between two invitations, accepting the one which he believes to be the surer to put him across the goal.

The first requisite for a bid of three of a major over partner's one No Trump is five cards in the major suit, and the next is a No Trump count of 12. It must be realized that bidding three of a major over one No Trump may be equivalent to jumping to three No Trumps because the no trumper may return to the No Trump route by bidding three—and it requires a count of 12 to make the one-to-three No Trump jump. When making this three-bid, a five-card suit headed by Queen or a higher honor is counted as 1, a five-card suit headed by two of the three top honors (Ace-King, Ace-Queen or King-Queen) as 2, and a five-card suit headed by Ace-King-Queen as 3, in addition to the value of the honor or honors; so, as the five-card feature of the hands adds 1, 2 or 3 points, it needs only a count of 11, 10 or 9 in high cards, based upon Ace 4, King 3, Queen 2, Jack 1 and two Tens 1.

Possibly the most doubtful combination with which the major three take-out should be made is Ace-King-Queen and two others with no side strength. The high cards count only 9 (the 12 being reached by the added 3 for the five-card suit), but the holding is so strong that game is probable and it would not be safe to bid only two of the suit or two No Trumps and run the risk of having the partner permit that bid

to stand. This bid is conceded to be slightly dangerous, but will gain oftener than it will lose.

Several very pretty bidding results may develop when South starts with one No Trump and North is strong with a five-card major. We already have seen how South may be put in position to select a game-going contract, unerringly making a choice between No Trumps and a major suit.

If North were so strong in one major (e.g., Spades) that he felt sure the contract should be in that declaration and no other, he would bid four Spades; and South, understanding the situation, would pass or possibly advance the Spades toward a slam contract.

We now come to the bid of *two* of a major over partner's one No Trump. When Contract was young this was considered to be a strength-shower and an invitation to the no trumper either to rebid the No Trump or to try for game at the major; but soon it was found that a no trumper not strong enough to bid two initially, facing a partner with a five-card major and a hand not strong enough to bid three, is seldom strong enough to go game in either declaration. Therefore the major two-bid take-out has been relegated to a subordinate position and today is distinctly not an invitation to the partner to continue the bidding. It virtually says: "Partner, I fear for your no trump bid and believe we shall make more—or lose less—with two of this major." With an unusual distribution, the no trumper might advance the major or possibly bid two or three No

Trumps. If he had started by bidding one No Trump instead of more because of weakness and shortness in some one suit, but with two other strong suits and four cards with strength in the take-out major, he might be in position to bid for game in it, or more probably to bid three of it and put it up to the major bidder to pass or make a game bid. If, with a two No Trump count, he bid only one because of weakness in the suit which has turned out to be his partner's major, he might go on with the No Trump; but in nine cases out of ten he had better let the take-out bid stand because continuing the No Trump is even more hazardous than jumping the major.

Types of hands with no side strength that justify two of a major over partner's one No Trump, are:

(*a*) A weak major of six cards or more;[1]

(b) A five-card major headed by King-Jack, or any better combination not as strong as Ace-King-Queen-x-x, and the hand not counting 12.

With some little strength on the side, a five-card major headed by King (no other honor in this suit), Queen-Jack, Queen-Ten or Jack-Ten, should be bid.

The major two-bid should not be made with a bust, or any hand akin to a bust, unless the major is longer than five cards. When the major is six cards or longer, even if very weak, a two-bid may be risked because it doubtless with work better than No

[1] Should the no trumper rebid, this hand would have to bid three of the major unless it had some No Trump help.

Trump if the partner pass; if he bid again, he must be exceptionally strong and probably will go on with the major; in that case a six-card major, no matter how weak, must fit nicely with the holding the original bidder has shown.

MAJOR BIDS OVER TWO NO TRUMPS

Over a bid of two No Trumps the partner is expected to jump to three No Trumps with any count of six, with an Ace and another count of 1, or with a King and Queen; the two-no-trumper must have a count of 17 and all four suits stopped, or a count of 19 and three suits stopped with something in the fourth. A hand of either description needs so little help that the partner may jump to three No Trumps with no more help than is contained in any one of the three holdings enumerated above. All this has been stated in the chapters on No Trump jumps, it is repeated here so that its full significance may be appreciated when considering major bids over partner's two No Trumps.

With a strong six-card major and nothing elsewhere, a bid of four of the major can be made safely; when the major is not strong but the hand has a total count of at least 6, most of the count being on the side, three No Trumps should be bid regardless of whether the major contains six cards or five; but the worthless six-card major with nothing on the side, or the five-card major with a count of less than 6, are real problems. In either of these embarrassing situations, either a bid or a pass may prove unfortunate

in any particular case; but with an understanding partner, three of the major over partner's uncontested two No Trumps is urged with:

(*a*) Six weak cards;

(*b*) Five cards with a count of not more than 3 or 4 for major honors.

If the two no trumper understands the weakness significance of the take-out with three of a major, he should be able to decide whether a pass or a bid will be best for the combined hands.

Following are illustrations of North bids with a long major and a hand otherwise weak; South has bid two No Trumps, West has passed.

	(1)	(2)	(3)
♠	K-x-x-x-x	A-x-x-x-x	x-x-x-x-x
♡	Q-x-x	x-x-x	A-x-x
◇	x-x	x-x	x-x
♣	x-x-x	x-x-x	J-10-x

With any one of the above hands North should bid three No Trumps. In (1) the King and Queen furnish sufficient strength; in (2) the Ace with the additional assistance that the five-card suit produces will probably be all the aid needed and in (3) the Ace with the Jack in addition is ample for the jump.

	(4)	(5)	(6)
♠	x-x-x-x-x	J-x-x	10-x-x-x-x
♡	J-x-x	J-x-x-x-x	x-x-x
◇	Q-x-x	J-x-x	K-x
♣	x-x	x-x	x-x-x

With 4, 5 or 6 North should pass, he lacks the strength that would warrant either a bid or a jump.

	(7)	(8)	(9)
♠	10-x-x-x-x-x	K-x-x-x-x	Q-J-x-x-x
♡	x-x	x-x-x-x	x-x-x-x
◇	J-x-x	x-x-x	x-x
♣	x-x	x	x-x

With (7), (8) or (9) North should bid three Spades.

MAJOR BIDS OVER THREE NO TRUMPS

A major bid of four over partner's three No Trumps means a weak major of six cards or more. Such a hand will not be of assistance at No Trump, but probably will produce game opposite the strength announced by the bid of three No Trumps which necessarily includes strength in the take-out suit. It should be perfectly clear to the no trumper that four of a major over three No Trumps is a length-announcer and a strength-denier; it is is a silencer for the no trumper.

Illustrations of major bids over three No Trumps will be found in the chapter on No Trump slams on page 57.

With a five-card major and some strength, either in the major or on the side, it is better to permit the partner to play at three No Trumps; with a count of 9, jump to four No Trumps and try for a slam.

With any such holding as six of a major and strength in it (Ace or King-Queen) with the requi-

site honor count (12) in the hand, a bid of five of the major would be logical.

MINOR BIDS OVER PARTNER'S ONE NO TRUMP

A call of two of a minor over partner's uncontested one No Trump announces a hand which may help the No Trump sufficiently to produce game, but which will furnish material help in the minor suit only. This bid would be justified with a four-card minor headed by Ace-King-Jack, but not with any other four-card minor; it would also be proper with a five-card minor headed by any two of the three top honors. With an Ace or King on the side to help either of the above minor holdings, the minor should not be bid—it would be a case in which the No Trump should be advanced. With one Queen on the side[1] the minor two-bid may be made; but with two Queens, or any other side count of 4, or with a total count for high cards in all four suits of 9, the No Trump should be jumped. It readily will be realized that when the two-minor bid is made, it carries definite and valuable information.

Two of the minor should be bid over one No Trump with any of the following:

	(1)	(2)	(3)
♠	J-x	x-x-x	x-x-x
♡	x-x-x	x-x-x	x-x-x
◇	A-Q-x-x-x	A-K-J-x	x-x
♣	J-x-x	x-x-x	A-K-x-x-x

[1] High card count in all suits less than 9.

Partner's one No Trump should be jumped to two with (4) and (5), to three with (6).

	(4)	(5)	(6)
♠	Q-x	K-x	K-10-x
♡	Q-x-x	x-x-x	J-10-x
◇	K-Q-x-x-x	A-Q-x-x-x	J-x
♣	x-x-x	x-x-x	A-K-x-x-x

BIDDING THREE OF A MINOR OVER ONE NO TRUMP

At first thought it would seem that when bidding over partner's one No Trump the call of three of a minor should be given the same significance as three of a major, but practical experience demonstrates that there is no benefit to be gained by forcing the partner to choose between trying for game at *three* No Trumps or *five* of a minor; he makes the nine trick election in preference to the eleven practically every time. As the inevitable result of forcing by three of a minor is a rebid to three No Trumps by the original bidder, it is better for the partner to make that bid himself (he must have the strength to do so or his three of a minor would not be sound) and thus avoid giving unnecessary information to the leader.

Adopting this theory and doing away with strength showing makes it necessary to assign a weakness meaning to the three-bid or to decide that it never should be made. Obviously there is no reason for barring a bid from use merely because it seldom will be employed; so having decided that three of a minor over one No Trump should show weakness, and it

being evident that three would be too high a bid to make with the ordinary five-card minor bust hand, we find that the only type of hand that fits is a hand too weak to jump to two No Trumps (so it lacks a count of 9) yet powerful enough to justify a bid of three in its long suit. Of course it must have at least six cards in the suit, seven is more apt to be needed, and an abnormal distribution; such hands as:

	(1)	(2)	(3)
♠	x	None	x
♡	x-x	x-x	x
◇	K-x-x	Q-J-10-x-x	J-x-x-x-x-x-x
♣	Q-10-x-x-x-x-x	K-J-x-x-x-x	Q-J-x-x

In short, a hand with which permitting the No Trump to stand seems dangerous and with which the holder welcomes the opportunity to try for a reasonably sure 60 in place of a doubtful 35.

BIDDING FOUR OF A MINOR OVER ONE NO TRUMP

Once again we are considering a bid rarely made because only a most unusual combination of cards justifies it. Four of a minor over partner's one No Trump denies the Ace of the minor but shows King and Queen (probably Jack) at the head of at least a six-card suit (it is much more apt to be a seven-card suit).

Its message to the partner is "If you have Ace-x in my suit and the other three suits stopped, bid four No Trumps; if you have Ace of my suit with any

defenseless suit, bid five of my suit; if you have not the Ace of my suit, do not bid any more No Trumps but pass or jump depending upon whether you think we can take eleven tricks."

Illustrations of hands with which the four-bid could be made:

	(1)	(2)	(3)
♠	Q-J-x	J-10-9	K-x-x
♡	K-x-x	Q-x	Q-J-x-x
◇	None	K-Q-J-x-x-x-x-x	None
♣	K-Q-10-x-x-x-x	None	K-Q-J-10-x-x

Hands of the above type are but infrequently held when facing a partner who has bid one No Trump; when they do turn up, however, the four-bid gives the partner valuable information.

BIDDING FIVE OF A MINOR OVER ONE NO TRUMP

Five of a minor over one No Trump would be an assurance of eleven tricks in conjunction with even a minimum No Trump and would convey minor slam suggestion to a no trumper stronger than the minimum.

MINOR BIDS OVER TWO NO TRUMPS

Over two No Trumps, a minor three-bid should be made only with a holding of unusual length and weakness; with any strength, three No Trumps would be better than the minor three. With six or seven cards of a minor and no strength, a game is remotely possible at the minor; it is not possible at No Trump unless the two no trumper has such high

cards in the minor that he can drop all the adverse honors in the suit and establish it. Consequently a minor three-bid shows a weak suit of six cards or more.

A minor four-bid over two No Trumps shows a hand of the same type as a minor four over one No Trump. The main point in making the bid rather than bidding three or four No Trumps is to deny the Ace and picture the hand accurately for the partner.

A minor five-bid over two No Trumps shows a minimum of six cards and probably four honors; it is a slam suggestion in the minor or No Trump, more urgently in the former.

MINOR BIDS OVER THREE NO TRUMPS

Over three No Trumps, four of a minor shows Ace or King-Queen of the suit and a total high-card count of at least 9.

Five of a minor over three No Trumps has the same significance as when made over two No Trumps.

SIGNIFICANCE OF BIDS MADE BY PARTNER OF NO TRUMPER

The following schedule summarizes the significance of each bid made by the partner of a dealer who has bid No Trump at a love score:

Size of Dealer's No Trump Bid	Bid by Partner	Shows
One	Two No Trumps	Count of 9, 10 or 11.
One	Three No Trumps	Count of 12, 13, 14, 15 or 16.

Size of Dealer's No Trump Bid	Bid by Partner	Shows
One	Four No Trumps	Count of 17, 18 or 19.
One	Five No Trumps	Count of 20 or 21.
One	Six No Trumps	Count of 22.
One	Two of a major	Five cards of major. Moderate strength. Further bidding not expected.
One	Three of a major	Five cards of major. Count of 12 for No Trump. Answering bid of three No Trumps or four of major demanded.
One	Four of a major	Material strength in, and at least six cards of, the major.
One	Five of a major	Great strength, at least six cards of major. Slam suggested.
One	Six of major	Slam assured.
One	Two of minor	Five cards of minor with two of the three top honors. No other Ace or King.
One	Three of minor	Long, weak minor.
One	Four of minor	Shows King-Queen at head of very long suit; denies Ace of suit named.
One	Five of minor	Game assured. Slam suggested unless No Trump is minimum.

Size of Dealer's No Trump Bid	Bid by Partner	Shows
One	Six of minor	Slam assured.
Two	Three No Trumps	Count of 6–12 inclusive.
Two	Four No Trumps	Count of 13, 14 or 15.
Two	Five No Trumps	Count of 16 or 17.
Two	Six No Trumps	Count of 18.
Two	Three of major	Length, probably six cards, weak. Count less than 6.
Two	Four of major	Long-strong major, probably six cards; if only five cards, probably four honors.
Two	Five of major	Great strength, six cards of major; slam suggested.
Two	Six of major	Slam assured.
Two	Three of minor	Six cards, weak.
Two	Four of minor	Shows King-Queen at head of very long suit; denies Ace of suit named.
Two	Five of minor	Game assured; slam suggested if No Trump more than minimum.
Two	Six of minor	Slam assured.
Three	Four No Trumps	Count of 9, 10 or 11. Hand has not a minor Ace or King-Queen.
Three	Five No Trumps	Count of 12 or 13.
Three	Six No Trumps	Count of 14.
Three	Four of major	Six cards, weak.

Size of Dealer's No Trump Bid	Bid by Partner	Shows
Three	Five of major	Great strength, six cards. Slam suggested.
Three	Six of major	Slam assured.
Three	Four of minor	Ace or King-Queen of suit, count of at least 9.
Three	Five of minor	Game assured.
Three	Six of minor	Slam assured.

IX

OVERCALLING PARTNER'S UNCONTESTED SUIT-BID BY BIDDING ANOTHER SUIT

This heading naturally excludes the subjects of jumping partner's suit and of overcalling with No Trump; in addition to which, the bids responsive to original suit-bids of four or more are covered under the head of "Slam Bids with a Trump Contract." This leaves, as the present subject, the situations which arise when an original bidder at a love score bids one, two or three of any suit, or four of a minor, the opponent next in order passes and the partner contemplates overcalling with one of the three suits not named in the original bid. Although an original bid by South (dealer) is referred to, the same comment would apply throughout to original bids by West, North or East.

BIDDING ANOTHER SUIT OVER SUIT-BIDS OF ONE OR TWO

Bids of one and two should be placed on the same footing as far as the possibility of their having been made with a four-card suit is concerned. It is true that the two-bid, showing two more tricks than the one-bid, has more probably been made with a five-card suit; but many two-bids are made with four-card suits, so that possibility must be considered.

At a love score, when the strength justifies it, minor bids should be overcalled with a major, Clubs with Diamonds, and generally Diamonds with Clubs, regardless of whether the shifting hand contains normal support[1] or more than normal support in partner's minor. *With a score, a minor is at least as near game as a major is at love and should be bid in the same way.* As a rule, with a score, when partner has bid one minor, no other suit should be called over it if the hand contains normal support for partner's minor. In only a small percentage of hands is it possible to win eleven tricks, so minor games are rarely made from a love score; there are many hands that will take the same number of tricks in two suits; but when one is a major and the other a minor, there may be game in one and not in the other. Look at the following case:

♠ x-x-x
♡ A-K-J-x-x
◇ Q-x-x-x
♣ A

♠ x-x-x
♡ Q-10-x
◇ A-K-J-x-x
♣ Q-J

[1] For description of normal support see page 91.

South would bid one Diamond. North, with Queen-x-x-x in Diamonds, has much more than normal support for that suit; but if for that reason North jumped the Diamonds instead of bidding Hearts and the adversaries opened Spades, game (even if bid) could not be made at Diamonds but would be assured at Hearts.

At a love score it is only the unusual hand with the probability of eleven tricks in the minor, and no reasonable expectation of fulfilling a higher valued contract, that partner's minor should have the preference over a major or No Trump.

An original Diamond bid, when partner has normal support for Diamonds, is overcalled with Clubs merely for the information it conveys to the partner, just as a Club bid is overcalled with Diamonds with normal Club support; but a minor is not overcalled with the other minor with any hand that remotely suggests game in the original minor.

With more than normal support for a partner's major suit a shift is rarely advisable except sometimes with very unusual length and strength in the other major. Holding four small Hearts and six Spades headed by Ace-King-Queen-Jack, a shift from partner's one-Heart bid would be advisable; but with four small Hearts and only average strength (Ace-Queen for example) in a six-card Spade unit, it would be wiser to jump partner's Hearts. With five cards of a major—even including Ace-King-Queen-Jack—a shift when holding four of partner's major would be a doubtful move.

With exactly normal support for partner's major, a shift to the other major should be made with six cards headed by Ace-King, Ace-Queen, or King-Queen; or with a five-carder headed by Ace-King-Queen or Ace-King-Jack. In some cases the shift may be advisable even when the take-out major is slightly weaker than K-Q-x-x-x-x or A-K-J-x-x; but such a shift is hazardous because it may mislead seriously by its obvious suggestion of lack of normal support for the original major.

Shifts may be made from a one-bid of a major to a six-card minor headed by Ace-King-Queen when the shifting hand contains exactly normal support for the major, even allowing for the necessity of bidding three, not merely two, of the minor so as to show a strong—not a weak—take-out.

A jump-shift (e.g., two Spades over one Club, or three Clubs over one Spade), unless it be a game bid itself, indicates a desire for further bidding. This however, is merely what might be called an urge; *it is not a command, demand or force,* and an original bidder who has started with an approximate minimum should disregard it and pass. Very little, however, is needed in the hand of the original bidder to justify his bidding further; anything over normal in the partner's suit, an extra King, a probable ruff, etc., would justify it. A vital principle involved in jump-shifts is that bidding a minimum over partner's original one (e.g., one Spade over one Club, or two Clubs over one Spade) is not a showing of material strength or an urge to the original

bidder to jump the new suit, rebid the old, or bid No Trump.

As a protection to light suit-bids, shifts by partner are important when the shifting hand has less than normal support, especially when the original bid was only one. Shifting from an original one to one of a higher-valued suit or two of a lower-valued, is a bid of the same type as two of a major over one No Trump; announcing lack of normal support for the original suit if it be a major, but not necessarily so if it be a minor. It suggests that more can be made—or possibly less will be lost—by playing at the take-out suit instead of at the original declaration.

When overcalling, it is proper to count among the tricks expected from the take-out bid, the high-card tricks announced by the original bid. Suppose South bids one Spade and North holds:

♠ x-x
♡ A-K-Q-10-x-x
◇ A-x-x-x
♣ x

North would be justified in bidding four Hearts (ten tricks). This bid would not be made because of the honors, but to insure game. North's hand can be counted as being worth seven tricks, South has guaranteed a minimum of two high-card tricks, and one more is almost sure to be forthcoming from one of the following causes:

(*a*) From South's two "probable" tricks;

(*b*) Because South may have a third high-card trick;

(*c*) From the advantage a Declarer gets by playing the combined hands.

It might be argued that a four-bid by North would be excessive because a bid of no more than three Hearts (a jump-shift) would urge South to bid if he held anything more than a minimum one-bid, but South's hand might be:

♠ A-K-x-x-x
♡ x
◇ x-x-x-x
♣ J-x-x

in which case South would have no excuse for further bidding as his whole story would seem to have been told by his original bid, and even normal Heart support would be lacking.

In making the additional bidding suggestions contained in the following paragraphs, the author realizes that he is treading on dangerous ground. The situations involved are those in which any method of bidding will be the wrong one in a certain considerable percentage of instances; to some extent the handling of any one of these close situations is not much better than a guess in any one particular deal, but the advice given on this subject in this chapter will be right possibly two-thirds of the time and seems more dependable than any other plan. In all cases the score is supposed to be love-all and the take-out hand is supposed to be worthless outside of the suit named; the intermediate adversary is supposed to have passed the original bid.

OVERCALLING A MAJOR ONE-BID

With less than normal support in partner's suit, shift (but do not jump-shift) to any other five-card suit headed by Ace-King, Ace-Queen, Ace-Jack, King-Queen or King-Jack-Ten; or to any four-card suit headed by Ace-King, Ace-Queen-Jack or King-Queen-Jack. When partner's major is a blank suit or a worthless singleton, shade the above requirements a little; for example risk a bid with King-Jack-x-x-x or King-Queen-Ten-x. With normal support, pass with any of above unless the count of the hand justifies a jump.[1] With normal support for an original minor, take out with any of above except Ace-Jack-x-x-x of the other minor, and the desperation shifts given when holding only a singleton of partner's suit.

With normal support for an original major, overcall with Ace-King-Queen-x-x of the other major, or any six-card major headed by two of the three top honors. With the same strength in a minor, jump the original major.

The same advice is given for overcalling partner's original two-bid; the additional strength evidenced by the original bid justifies the take-out even when the overcalling hand seems dangerously weak. Remember that with less than normal support, a two-bid needs denial just as much as a one-bid, it may be only a four-carder.

[1] Over an original bid of one Spade, bid two Spades (rather than Hearts which perhaps can be shown later) on the following: Spades, x-x-x; Hearts, A-K-x-x-x; Diamonds, J-x; Clubs, x-x-x. The hand counts 13 which is sufficient for a one-to-two jump (with normal support).

BIDDING ANOTHER SUIT OVER PARTNER'S THREE

An original bid of three of a major calls for a jump with one probable trick. A hand without that small amount of strength should never think of bidding at all; with ample strength to bid over partner's three, jumping partner's bid is the advisable procedure in most cases. There are occasional hands, however, especially those with four or five honors in another suit, in which a shift might work well. The meaning of such a shift would be understood because, as the original bid was for less than game, the shift shows a long suit and is not merely a slam Ace indicator.

With either of the following, partner having bid three Spades, a shift rather than a jump would be advisable.

(1)	(2)
♠ x-x	x
♡ A-K-Q-x-x-x-x	x
◇ x	K-Q-J-10-x-x-x-x
♣ K-x-x	A-Q-x

Over partner's original three or four of a minor, show a strong five-card major; partner can rebid if the shift does not suit him.

X

DOUBLING

In Contract there is much less informatory doubling than in Auction. This is not because the informatory double has less usefulness in Contract, but because the opportunities for doubling one-bids do not occur so frequently—there being more high original bids in Contract. Another reason is that the penalties in Contract are so much more severe than in Auction that the Contract player who is deciding whether to make an informatory double is apt to give more consideration to what will happen if his partner has the much dreaded bust.

In addition to prudence and curtailed opportunity, there is a further reason for fewer Contract doubles—it is that the fourth hand in Contract rarely doubles. In Auction when, after South's bid, West and North pass, East frequently doubles; but in Contract, North is apt to jump when West passes, and in most cases this either places the bid above the informatory limitation or makes the double too dangerous. When West passes and North does not jump, East generally is assured of saving game by passing, and knows that West must be quite weak as he would have made a following bid with moderate strength. A double would open the bidding and might permit North and South to get together on

some declaration which would be more effective than the one South has named.

There is no reason to require for an informatory double in Contract any greater strength than the standard the author has advocated for years in Auction Bridge. The simplest way to state the case is to say that the doubler of a bid of one, even when in the most advantageous position for a double, should have at least five high cards that are apt to take tricks. If the double be of a No Trump, these five high cards should be divided among at least three suits. If the double be of a suit, each of the other suits should contain at least three cards. Regardless of whether the double be of a suit or a No Trump, the doubler is requesting his partner to answer with a major if the partner have four cards of a major; and consequently the doubler must be prepared for a light major answer. If his hand will not fit with such answer, he had better not double unless he has some other sound declaration to which he can go.

Reference has been made to "the most advantageous position." Second hand may double dealer's bid, third hand may double second hand, or fourth hand may double dealer or third hand.[1] Only the second hand double of dealer's bid is made in the most advantageous position. In that position

[1] Dealer might double either adversary, second hand might double third hand after two intervening passes, and third hand might double fourth hand after two passes; but as it requires more strength to double informatorily than to bid originally, it would be a most exceptional holding with which a double should be made by a player who had passed a chance to open the bidding.

the doubler is sitting *over* the bidder and has a partner who has not passed and thus indicated lack of strength for a bid. In any other position at the table the doubler's situation is weakened by one or both of these handicaps. When third hand doubles second hand, the partner of the doubler (i. e., the dealer) has passed initially and therefore has less than bidding strength. When fourth hand doubles third hand, he also has a partner who has passed; and when he doubles a bid by dealer he not only has a partner who has passed, but is *under* the bidder and consequently has the strength on his left instead of on his right.

When a bid of more than one is doubled, the partner obviously must answer with a higher bid than would be required to answer an informatory double of one; consequently as the size of the doubled bid increases, the strength of the doubler must increase proportionately.

Doubles are made with strong hands in the hope that game can be won by obtaining a contract which fits the combined hands. Every Contract double is attended with the risk that partner will be trickless and that his forced take-out will produce a heavy set for the doubling side; therefore the risk is not justified unless the doubler's hand indicates a probability of going game if the partner should make a declaration that "fits."

In Auction Bridge the most generally followed rule for distinguishing between business and informatory doubles is as follows:

A double is informatory if made at the first opportunity to double, when the doubled declaration is one No Trump or one, two or three of a suit, provided the partner of the doubler has not previously bid or doubled. A double is business if made of: (*a*) Two or more No Trumps; (*b*) Four or more of a suit; (*c*) After the partner of the doubler has bid or doubled (*d*) After the doubler has failed to avail himself of a previous opportunity to make an informatory double.

The only exception to the above rule that Auction Bridge recognizes is the case in which an original No Trump is overcalled by the following adversary with a suit-bid of two, and that suit-bid is doubled by the partner of the no trumper. In this case the double is informatory although the partner of the doubler has bid.

In classifying Contract doubles as business or informatory, the Auction rule of necessity is somewhat amended. In Auction if South should start by bidding one Club and West should bid one Diamond, a double by North would be business because his partner (South) has bid; the Auction North who held great strength in the two majors and wished his partner to choose between the two, would make what, in Auction, is the equivalent of an informatory double by bidding two Diamonds. In Auction a bid of one more of the adverse suit made when a double would be business, directs the partner to choose between the unnamed suits; but in Contract a raise of the adverse suit has been set

aside as a conventional bid for slam-showing purposes and therefore the Contract player cannot use an overcall of the adverse suit as a form of informatory double.[1] So when the Contract player doubles a one-bid of a suit made over one of a suit by the doubler's partner, the double is informatory.

When one player bids one or two of a suit, the next overcalls with two of another suit, and the third player doubles, the double in Auction has always been and still is business; but in Contract I am satisfied that it pays to make it informatory. This theory, however, is not extended to the case of an overcall with a three-bid.

We must remember that one of the greatest difficulties that presents itself in Contract is the showing of both suits of a two-suiter, and yet nothing is more important. Supposing South bids one Diamond and West two Clubs, North with two strong five-card majors would want to show both by a double: even when South bids one of a major and West makes a minor two-bid, North often can make an effective informatory double to show the unbid major and minor. When the adverse two-bid is not a game-goer, it is not likely that a business double

[1] Such overcall in Contract would say to the partner: "It looks like a slam to me in your suit, and at any rate we shall not lose a trick in their suit; I have a very strong hand." Some of our most expert players do not approve of this Contract convention; they contend, with considerable show of reason, that limiting an overbid in the adverse suit so as to make it mean "No losing tricks in this suit" reduces its use too greatly. They prefer to make it virtually an emphatic informatory double and slam invitation without the "No losing tricks" provision. While much can be said for this contention, the author doubts that the old guard of Contract players could be divorced from their cherished "No losers" convention, and whether its abolition might not encourage too promiscuous bidding of the adverse suit.

would be made even if the doubler felt able to defeat the bid. Although it is a new idea, and not generally conventional to make a double of two of a suit informatory when made after the partner of the doubler has bid, the author earnestly calls it to the attention of the Contract players of the country with the firm belief that partners who treat such doubles as informatory will be gainers in the long run over those who treat them as business and consequently rarely, if ever, have an advantageous opportunity to double adverse two-bids.

In Auction Bridge there always has been some difference of expert opinion about treating a double of a bid of three of a suit as informatory, although that is the conventional and, the author is firmly convinced, the sound meaning; in Contract there can be no doubt that any double of a suit-bid of three, partner not having previously bid or doubled, and the double being made at the first opportunity, should be regarded as informatory.

Another doubling question that has been a subject of contention in Auction has been decided with practical unanimity in Contract by making the debated double informatory: it is the much discussed situation of which the following is an illustration. South bids one No Trump, West Two Spades. Which meaning should a double by North convey? In such case, at an expert Contract table, the chance for a profitable business double rarely, if ever, occurs; but North is apt to have some such hand as the one shown on the next page.

♠ x
♡ A-10-x-x
◇ K-J-x-x
♣ Q-J-x-x

With a holding of the above type, there is a good chance that game can be obtained at the no trumper's best suit; but if North should guess which that suit is and bid, the odds are two to one against his picking the right one. It makes little difference as far as North's hand is concerned, but for partnership interests it is vital that South should do the picking. Consequently North's double should be informatory and should carry this message: "Every one of my suits except Spades is at least a 4-carder or else a strong 3-carder; bid your best suit." It must be clearly understood that an expert West would not overcall South's No Trump without great strength; consequently making North's double informatory in this situation will not shut him out of any desirable opportunities to double for business.

When a player bids an original one No Trump, is overcalled by an adverse two of a suit, and the no trumper himself doubles, should the double be considered informatory or business? In Auction such a double has been regarded as informatory when the suit-bid is made on the left, and business when the suit-bid is made on the right; the sound reason for this distinction being that in the first case the no trumper is *under* the strong adversary, and in the second is *over* him. Also the opponent on the right might be anxious to make a lead-directing bid, while

the one on the left, having the lead, would not overcall without real strength. In Contract this double is informatory no matter which opponent overcalls the No Trump.

In Contract purely lead-directing bids are not made at a love score after one No Trump, pass, pass; East, unless strong enough to expect game, would pass and surely save game, knowing that it is always possible that the one No Trump was bid with a hand strong enough for two or three but held to one because of a short defenseless suit. Should that suit be bid by East the chance for an informatory double by South (dealer) would be ideal. East's two-bid would not be a game-goer; consequently South seldom will want to double for business and it is logical to call his double informatory.

When one No Trump is overcalled by three of a suit, followed by a double, the case unquestionably is a close one; but it is customary to consider it business. Without doubt when a bid of two No Trumps is overcalled by three of a suit, a following double should be business because in this case the no trumper probably has strength in the suit being doubled.

After a suit-bid has been overcalled by an opponent with another suit-bid of one, two or three, a double by the original suit-bidder is informatory, just as if the overcall had been an original bid. If the original suit-bidder started with a bid of two and subsequently doubled an adverse overcall of three, the double would be still more self-evidently informatory.

When, from a love score, the original bid is four of a minor, or when, after one, two or three of a minor, followed by a pass, the partner of the minor bidder jumps to four, a double in Contract should be informatory. The situation is rare and the desire to double such a bid either for information or business even more so; but there is more probability of an advantageous informatory opportunity turning up, than a chance for a productive business double. Even if the opportunity for the business double did arise, the chances are that the player would pass four of a minor, as it would not be a free double; also he might hope that the enemy would go on to a game-going five, which would offer a free double carrying greater profit.

CONTRACT INFORMATORY DOUBLES

A double of one No Trump unless partner has previously bid.

Any double of one or two of a suit unless partner has previously doubled.

A double of three of a suit if partner has not bid.

A double of four of a minor if partner has not bid and the bidder has a love score.

(The fact that the doubler has previously bid a suit does not alter the significance of any of the above.)

A double of two (but not of more than two) of a suit made after the doubler or his partner has bid one No Trump.

CONTRACT BUSINESS DOUBLES

A double of two or more No Trumps.

A double of one No Trump after partner has bid.

A double of four or more of a major suit.

A double of three or more of a suit after partner has bid.

A double of five or more of a minor suit.

A double of four of a minor suit if the bidder has a score.

A double of a bid of three or more if either partner of the doubling side has bid No Trump.

Any double made after partner has doubled (either for information or business).

Any double made by a player who has passed a previous opportunity to double.

When a double is not made at the first opportunity to double, it cannot be informatory; examples:

(1) South, two Spades; West, double; would be informatory.

(2) South, one Spade; West, pass; North, two Spades; East and South pass; West, double; would be business.

(3) South, one Spade; West, two Hearts; North, two Spades; East and South, pass; West, double; would be business.

Examples 2 and 3 are business because if the doubler desired to double informatorily he would have doubled "at the first opportunity"—in either example on the first round.

XI

ANSWERS TO INFORMATORY DOUBLES

When the doubling side has no score, any four-card major should be named in answer to an informatory double in preference to any minor of five cards or less; a strong six-card minor should be given the preference over a weak four-card major, but not over a stronger four-card major.

When the doubling side are invulnerable and the opponents are vulnerable, a business pass of partner's informatory double, if made with strength, is occasionally advisable with the idea of obtaining a large penalty rather than a game. These business passes are rarely advisable except when No Trump is doubled for information, but the odd hand turns up occasionally in which the business pass of a double of a suit-bid works beautifully.

There is one distinction between Auction and Contract in the answering of partner's informatory double that must be borne in mind. In Auction, a player with a weak hand who passes after his partner's informatory double has been passed by the intervening opponent, is guilty of the greatest offense conceivable; probably he is giving the opponents a game at double values when his bid would not produce serious loss even if set. But in Contract the situation may be quite different. At a love score,

when one No Trump, one of a major, or one or two of a minor is doubled and the double passed by the partner of the bidder, a pass by the partner of the doubler cannot give the opponents game. It may give them a big score above the line, but only 70, 60, 40 or 80 below. So when the partner of the doubler has a bust, the only question for him to determine is whether the adverse score for doubled overtricks, should he pass, is likely to be more or less than their score for undertricks, should he bid.

It is the sort of situation for which no general rules can be laid down, but vulnerability on one side or the other is apt to be the important factor. In the case of one No Trump bid by an invulnerable side, doubled by a vulnerable side and the partner of the doubler holding an evenly divided hand without a face card, a pass might be less expensive than a bid. This contingency is exceptional; as a rule a weak partner of an informatory doubler should bid. When the doubled bid would make game if the partner of the informatory doubler should pass and the bidder be able to fulfil his contract (for example, two Spades doubled), the situation is the same as in Auction; a pass probably will give game at doubled values, so the partner of the doubler must take out the double no matter how weak he may be.

The cases in which the answer to a double of a suit-bid should be No Trump are rare; but such bid may be justified whenever the suit that is doubled is surely stopped in the hand of the doubler's partner. When the adverse suit is surely stopped twice, there

can be no question as to the soundness of the No Trump bid. Cases arise in which, after a No Trump has been doubled, the partner of the doubler, having no long major, should reply with two or three No Trumps rather than with a minor suit. For example with·

♠ x-x-x
♡ x-x-x
◇ A-K-x
♣ A-Q-10-x

the answer to the partner's double of one No Trump unquestionably should be three No Trumps or a business pass. Only with a score of 60 or 70 should the bid of two Clubs be considered.

When the intervening adversary bids after a double, the partner of the doubler is not expected to bid without real strength; although with a weak five-card major a bid might be justified. Suppose South bids one Diamond, West doubles, North bids three Diamonds, and East holds:

♠ x-x-x
♡ J-x-x-x-x
◇ None
♣ x-x-x-x-x

North's bid evidently has been made with the intent of shutting out a bid by East, and West undoubtedly has doubled, hoping to receive a major reply. Of course, if East and South pass, West could double a second time and thus say to East: "In spite of the

fact that you have passed one opportunity to answer my double, I am strong enough to insist upon an answer with your best suit, even if it be a weak four-carder." But it may be that West, not knowing that East has so helpful a holding, will not feel strong enough to make a second informatory double; and yet East and West may have a game at Hearts, so a Heart bid by East (West having requested a major reply) would be justified.

When the intervening adversary redoubles (for example, South one No Trump, West double, North redouble), East must be without strength (there are not enough high cards to give more than three strong hands) and his weakness can be recognized by West: so it is not necessary for East to bid in order to show that he is not satisfied with the redouble. West can be sure that he is flanked by two strong opponents and facing a weak partner. Therefore a pass by East would not mislead West, who probably would be better off bidding his strength than he would if East should make a weak four-card bid. But the chances are that it will be safer for East to name a five-card suit than for West, who probably has no five-card suit, to name his strongest four-carder. East should pass with a worthless hand that does not contain a five-card suit; but should bid any five-card suit no matter how weak, or a four-card suit headed by any one of the three top honors.

XII

THE CHALLENGE

The Challenge—or the Challenge Bid as it is sometimes called—is an invention of that eminent player, Mr. Sidney S. Lenz. He created it with the idea that it would simplify the system of doubles generally employed, his thought being that this declaration could be incorporated in the laws of the game and be used instead of a double by a player who wished to double informatorily. With the adoption of the Challenge, all doubles would be business and consequently all ambiguity concerning them would be removed.

When a Challenge is made and the player on the challenger's left passes, the challenger's partner must either bid or double; should he pass, his pass is treated as a double.

Those who advocate the Challenge contend that it not only removes all doubt as to the meaning of a double, but that it also affords more opportunities for making the equivalent of an informatory double. With the informatory double in use, certain limitations are necessary because the one word "double" covers both business and informatory doubles. For example, a double of a bid of two No Trumps is marked by the recognized conventions as business invariably—and there are many other situa-

tions in which a player's double cannot be informatory. But with the original idea of the Challenge adopted a player could challenge (the equivalent of an informatory double) at any time. It would not matter whether the partner had previously bid or doubled, nor would the size of the challenged bid affect the meaning of the Challenge.*

The objections to the Challenge most frequently heard are:

1. That it introduces a type of declaration which never before has been incorporated in the game. Hitherto players have been required to name a suit when bidding, or to double an adverse declaration when doubling. To admit the word "challenge" might open the way for other extraneous declarations; and any declaration except a pass, bid, double or redouble is utterly out of place in the Bridge vocabulary.

2. Much of the skill in a partnership game arises from the ability of partners to convey accurate information by doubles. They are obliged to know whether a double, if made, would be understood by their partners as informatory or business; and they also are obliged to know what meaning a partner who has doubled intends to convey. With the adoption of the Challenge, the co-operative skill needed for this purpose would be reduced.

3. The introduction of the Challenge would remove some of the beauties now incident to a busi-

* The Knickerbocker Whist Club laws governing the use of the Challenge in that club limit this privilege. See pages 168–169.

ness pass. Suppose South should bid one No Trump, West should double, North should pass and East, having considerable strength and determining that a business pass would be more productive than a bid, also should pass. In that case South must pass and play at a doubled No Trump with his hand sandwiched in between two strong hands and disaster assured if the adversaries be dependable bidders, or he must resort to the expedient known as an "S.O.S. redouble." As his partner is assuredly quite weak, the S.O.S. redouble is playing with fire because it forces the partner to bid, and he may not have anything better than a worthless four-card suit. If the No Trumper has a hand divided 4-3-3-3, the S.O.S. may prove a sound expedient; but if his hand be divided 4-4-3-2, it is hazardous in the extreme as his partner's four-card suit may be the No Trumper's two-card suit. For that reason the S.O.S. is not generally used. With the Challenge in use, suppose a No Trump to be bid and challenged and the partner of the challenger to have the kind of hand with which he would business pass an informatory double. He is deprived of that privilege because his partner has not doubled so he must bid or double; and if he double, the partner of the player who has been doubled has a chance to come to the rescue without the employment of the dangerous S.O.S. to permit him to do so.

There is one point in connection with the Challenge which may not be generally understood and which is quite important. Its advocates contend

that it is useful to players engaged in a game with others with whose systems they are not familiar, as it enables them to distinguish between business and informatory doubles made by their opponents. For this purpose the Challenge is unnecessary. Although there is nothing in the laws of either Auction or Contract that gives to an opponent of a doubler the right to demand information as to whether the double is business or informatory, for several years it has been considered perfectly proper in expert circles for a player to ask whether a double used by an opponent is intended to be business or informatory; and while, except at times in tournament play, there is no legal requirement compelling the doubler to answer, the writer has never heard of an instance in which he has refused to do so. Consequently it is not necessary to introduce the Challenge for the purpose of explaining to an opponent the intent of a player who doubles.

But regardless of advantages and disadvantages, the fact remains that the official laws do not permit a player to challenge. Although since the Challenge was first suggested there has been ample time for the Laws Committee to consider it carefully and weigh its advantages and disadvantages, it has not been incorporated in the official laws of either Auction or Contract. So players who wish to use the Challenge must adopt their own laws governing it, or use those framed by the Knickerbocker Whist Club of New York. That prominent organization,

during the Fall of 1929, officially determined to use the Challenge in its club as a local rule and adopted the following laws to govern it:

THE CHALLENGE

TO BE USED INSTEAD OF THE NEGATIVE DOUBLE*

Amendments to the Laws of Auction, 1926 and to the Laws of Contract, 1927 to be in effect at Knickerbocker Whist Club after October 15, 1929:

1. Any player whose partner has not bid, doubled or challenged may in his proper turn after either opponent has bid (or doubled), say "I challenge." It shall then be mandatory upon his partner either (*a*) to bid, or (*b*) to double the opponent's declaration, unless the challenge is in the meantime overcalled by the other opponent; (*c*) if the partner of the challenger pass in error, the pass shall be regarded as a double.

2. If the partner of the challenger double, the latter must pass, unless there is an adverse bid, redouble or challenge.

3. The adversary at the left of the challenger may either (*a*) pass, (*b*) bid, or (*c*) say "Challenge accepted." This "acceptance" informs the player's partner that his holdings are stronger than would be indicated by a "pass." The partner of the challenger thereupon has the option of passing, bidding or doubling; but if the accepted challenge be passed to the challenger, the latter must either bid or double.

* The courtesy of the Knickerbocker Whist Club in permitting the publication of these laws is acknowledged.

4. A player who challenges after a bid, double or challenge has been made by his partner, shall be considered to have made an insufficient bid, and his side shall be subject to the penalty provided therefor.

5. When a player's bid has been challenged and doubled, he may challenge in turn, whereupon his partner must bid or redouble. If the latter pass in error, the pass shall be regarded as a redouble.

Etiquette of the Double: Any double should mean but one thing, i.e., a desire to have the opponent whose bid has been doubled play the hand at the declaration named by him. Any understanding susceptible of any other meaning whatever constitutes a private convention.

It will be noted from the reading of the above that the Knickerbocker Whist Club wishes to introduce as legal declarations not only the incongruous Challenge, but the equally incongruous "Acceptance" and that it wishes to limit the use of both to certain specified situations. It is probable that many who read the Knickerbocker Code will consider that, instead of simplifying, it would seriously complicate the bidding of those who attempted to use it.

If the basic idea of the Challenge has any value, and many are of the opinion that it has, all its advantages could be obtained and all its complications eliminated by a brief amendment to the official laws providing that a player whose double is not intended to be business must use the word "informatory" in connection with the word double.

The fact remains, however, that nothing of this sort is a part of the laws of the game; and while any club or coterie may adopt for its own use any code of laws or any amendment of the official code, nevertheless it must be conceded that it would be most unfortunate if such practice became general. Nothing detracts as much from the popularity of a game as playing it under different laws in different places; so for the good of both Auction and Contract Bridge it is to be hoped that the official laws will not be varied in different localities to meet individual ideas.

XIII

EFFECT OF REVOKE PENALTIES AND DOUBLES

Many players become confused as to how doubles and revoke penalties may operate to produce games and slams, so it is important that these points be made perfectly clear.

A double increases the counting value of all odd tricks; and if the odd tricks bid for and won produce game at the doubled values, the Declarer scores game. A bid of one Spade doubled would not produce game (unless redoubled or unless Declarer had a score of at least 40) no matter how many odd tricks were won; but a bid of two Spades doubled would produce game from a love score if the contract were fulfilled, because the contract then would be two Spades at 60 per trick and, if made, would entitle the Declarer to 120 below the line. Two Clubs bid and doubled, and three odd tricks won, would not produce game because only the two tricks bid for (worth 40 each at doubled values) would count; the third trick being counted at increased values above the line.

Now as to the effect of penalty tricks for a revoke. In the law covering the revoke there is an expression

which has misled many Contract players. It is as follows:

> "Penalty tricks may assist Declarer to make his contract or to go game."

This has been interpreted by thoughtless readers to mean that a Declarer whose contract, for example, was two Spades at love score and who made his two Spades and got two more tricks as penalty for a revoke, would go game. The fact is that Declarer is not permitted to score toward game any trick that has not been bid for; and in the case cited, having bid only two Spades, he would score two-odd toward game and two extra tricks above the line. The meaning of the words is that the penalty tricks may enable Declarer to go game if he has bid for game. For example, contract four Spades, Declarer takes eight tricks and adversaries revoke; the two penalty tricks would give him his contract and game.

Special attention should be given also to the wording of Law 43:

> "Penalty tricks are taken at the end of the hand from the tricks of the revoking side and added to the tricks of the other side. They count exactly as if won in play."

The difficulty here is that the last sentence has been taken to mean that when Declarer revokes, his adversaries count the penalty tricks toward game. The fact is that the adversaries never score toward game; they score their undertricks, whether won in play or received as revoke penalty, above the line. "As if won in play" means that after the

penalty tricks have been transferred from the offending side to the other side, all tricks are counted as they lie, exactly as if there had been no revoke.

Three more points in connection with the revoke penalty may deserve notice.

(1) A Declarer may revoke and still go game. Suppose the contract to be three No Trumps and the Declarer to win eleven tricks (5-odd) in actual play, but revoke. His adversaries would take two revoke penalty tricks, which would leave nine (3-odd), the number named in his contract, and as he would be entitled to count these tricks he would go game.

(2) An adversary may revoke and still defeat the Declarer and score a penalty for so doing. If a Declarer bid three and won only six tricks, an adverse revoke would give him two more, a total of eight; but he still would be one down and the adversaries would score for one undertrick.

(3) In the event of a double or redouble and a revoke, the two penalty tricks are taken and if the Declarer is the offender and after paying his penalty still has enough tricks to fulfil his contract, he counts them at doubled or redoubled values; if the loss of the two penalty tricks should defeat his contract, the adversaries would score for undertricks at doubled or redoubled values. If the revoke were made by an adversary and the two penalty tricks should give Declarer his contract, he would count the tricks he had bid for at doubled or redoubled values.

XIV

THE GOULASH

With the introduction of Contract Bridge came the Goulash, at one time also called the Mayonnaise, although the latter name is now seldom heard and is not mentioned in the laws.

From the start, the Goulash gained many adherents and raised many antagonists; there seems to be no midway opinion. Either Contract players like it and feel that they are deprived of one of the attractions of the game if it is not played, or they dislike it intensely and seriously object to its being used.

When the Laws Committee faced the question of whether the Goulash should be included in the official code, they found that they could not decide for or against it without seriously antagonizing a large percentage of Contract players; therefore they very wisely reached the compromise of making the Goulash optional. But they did not go so far as to say what should happen in a four-handed game when two players desire to include the Goulash in the game and two players do not. A fair rule would seem to be that Goulashes should not be played unless at least a majority of those composing the table vote for it.

The Goulash provisions are inserted in the Contract Bridge Code following Ethics and Etiquette, and appear on page 233 of this book. While players are allowed to do as they choose about using Goulashes, the code is quite definite in its requirements as to what shall happen when they are played. It provides that when a hand is passed out (i. e., all four players pass their first opportunity to declare), the cards shall be redealt by the same dealer. But before the deal starts the four players must have their hands sorted into suits, the cards arranged in each suit from Ace highest to Deuce lowest. Fortunately it is not provided that the suits be placed in each hand in any particular order, nor that the cards be graded from left to right or right to left.

After all players have sorted and arranged their cards, the dealer places his thirteen cards face down on the table and then each player in turn, beginning with the player on the right of the dealer (the reverse of the order in which the deal goes around the table), places his cards face down on those of the preceding player. No shuffling of any kind is permitted, but one cut is made in the usual way by the player on the right of the dealer. After the cut, five cards are dealt at a time to each player, beginning with the player on the dealer's left. Again another block of five to each player, and finally three to each player.

The bidding is conducted just as in any other deal and the scoring is identical with the normal Contract scoring.

In some parts of the country players, not satisfied

with the abnormality introduced by the semi-legal Goulash, have attempted to "improve" the game still further by a provision that after the regular Goulash deal, and before the bidding, there shall be an interchange of cards among players. There being no provision for this innovation in the official laws, it is but natural that all sorts of experiments should have been made. At first the principal part of the exchange was with opponents; but that practice having become generally discredited, the beginning of 1930 sees the exchanging of cards confined to partners.

There are a number of plans for exchanging; but the one most generally used and which doubtless is the most meritorious (if merit can be found in any such plan) is to have partners first exchange a single card. After each has examined the card received, they then exchange either two or three more cards (the practice varying in different places); and then a third exchange of two or three (depending upon whether three or two were passed on the second exchange), thus making a total exchange of six cards.

Another method that is growing in popularity is to pass three on the first exchange, next two and finally one.

The Passing Goulash has been received with favor by the Cavendish Club in New York City and is quite extensively played socially, its popularity being due in the main to feminine approval; but in most masculine clubs "passing" is still unknown.

As there are no official laws to apply when irregularities occur during the passing, the Cavendish Club has adopted the following:

PREFACE

The Cavendish Club in no way desires to alter the official laws of Contract Bridge issued by The Whist Club. However, as Passing Goulashes are an innovation not covered in these laws, it is felt that some laws should be formulated to govern their use. It is with this idea in mind that the Cavendish Club offers the Laws of Passing Goulashes.

LAWS OF PASSING GOULASHES*

CONSENT OF PLAYERS

1. The consent of the four players is required in order to play a Passing Goulash. Such consent, once given, is binding for the duration of the rubber.

PICKING UP OPPONENT'S PASSED CARDS†

2. (*a*) If both sides are offenders the deal is void and the next dealer deals in the regular way with the still pack.

(*b*) If only one side is the offender the opponents have the option after consultation, of declaring the deal void or letting it stand. In the latter case the passed card or cards picked up in error must be restored to the proper player, and the Passing Goulash shall continue in regular order.

* The courtesy of the Cavendish Club in permitting the publication of these laws is acknowledged.

† A card (or cards) exchanged between partners is called a passed card (or cards).

By consultation is meant that either opponent may decide that the deal is void or shall stand, or may say: "Partner, will you decide or shall I?" or words to that effect; in the latter event the partner must decide or pass the decision back to the player submitting it. No further exchange of information is permitted.

BIDDING BEFORE THE PASSING IS COMPLETED

3. A bid by dealer before his partner has completed the passing of cards is a bid out of turn subject to the penalty for that offense.

However, a bid by dealer after his partner has completed the passing, but before an opponent has finished, is subject to no penalty.

WRONG NUMBER OF CARDS

4. (*a*) If a player passes more cards than permitted and his partner picks up any of them the opponents after consultation may declare the deal void or let it stand. In the latter case the cards incorrectly passed must be returned to the passer, who shall correct the error and the Passing Goulash shall continue in regular order.

4. (*b*) If at any time after the passing of cards has been completed a player holds too many cards and his partner too few, the opponents have the option, after consultation, of declaring the deal void or letting it stand.

If the deal stand, play continues until the player who is short has played all his cards; his partner, who is long, then passes to him the one or more

cards needed to enable him to play to the remaining trick or tricks. It is not a revoke if a player who is short refuses when without a card of the suit led, and subsequently in accordance with the provisions of this law receives from his partner a card of the suit he has refused.

4. (c) If a player on each side has an incorrect number of cards the deal is void and the next dealer deals in the regular way, with the still pack.

FACED CARDS

5. If during the passing one or more cards be exposed, such card or cards may be passed again but shall remain faced during the passing and play and may be treated as exposed during the play.

The passing feature is reminiscent of some of the games of our childhood; but disapprove it as we may, we must admit that its popularity is increasing. It may be conceded also that when the exchange is between partners, there is an opportunity for the exercise of skill in selecting the cards to be passed.

No one can say now whether the passing game soon will be discontinued as too silly for permanent adoption, or whether its popularity will force its recognition as a legal part of Contract. If the latter, it may be assumed that, with the aid of experience, sound conventions will be adopted to govern whichever method of passing may be selected ultimately.

Another Goulash vagary has developed in some coteries in which the speculative spirit runs high.

It provides that a Goulash shall be played whenever in any deal a game-going bid is not made. This eliminates all scores of less than game and so removes the technique, skill and thrill of bidding for and from partial scores. It would be far better to abandon the Goulash altogether than to encourage the growth of this excrescence upon it.

As to the bidding and playing of a Goulash hand —the less advice, the safer for the adviser. It is easier to tell what to avoid than to offer any constructive scheme. All that can be said is that ordinary methods must not be used. In a regular deal it is reasonably safe to reckon a suit composed of Ace-King-Queen and three others as "solid," and to expect by leading three rounds to drop all the adverse cards. In a Goulash, only the unduly sanguine would look for any such distribution. There would be too much probability (if anything can be called probable in a Goulash) of finding the remaining seven cards of the suit, or at least five or six of them, all in one adverse hand. Goulash bidders must feel their way with more conservatism than they ordinarily would employ and must appreciate that trumps sure to win are the only sound arguments in support of a Goulash business double.

Some experts are convinced that it is unwise to bid for a slam originally with a Goulash hand even if virtually sure of making it. With abnormal hands held by all four players, it is quite possible that an opponent may have a holding which will justify his overcalling the slam—not because he

thinks he has a chance of his making his contract, but because the abnormal distribution of his cards insures him against going down very heavily and he figures that by saving the game and slam premium he will be a gainer on the net result. The theory is that he would be less apt to flag-fly in this way if the slam bid came on a later round. Of course there is a good chance, when following this idea and bidding originally only for game or for less than game, that the adverse cards may be so divided that neither adversary will have a bid, and that partner will be too weak to bid or jump; in which case the valuable slam premium would be unnecessarily sacrificed, and in the event of less than a game being bid, the outcome would bring to the mind of the timid bidder the words famed as being the saddest of tongue or pen.

Goulash advice is apt to be a boomerang; the author therefore abstains from making any definite suggestions. A player's judgment, the eccentricities of his particular holding, the bidding characteristics of the others at the table and their Goulash idiosyncrasies, must determine what is wisest in bidding and play.

XV

SHOWING A TWO-SUITER BY A MINOR TWO-BID

In the chapter of this book covering original suit-bids of two, no mention is made of the minor two-bid to show two-suiters, which was originated by the author. For this omission there are three explanations: (1) the desire to develop the Contract system which is the easiest to understand and follow; (2) a recognition of the fact that the bid in question should be labelled "For expert use only," which makes unsound its inclusion as a part of a system recommended for general use; and (3) an appreciation of the fact that sentiment against the introduction of highly conventional bids seems to be gaining ground.

The validity of these three explanations is not impaired by the unquestioned advantage of the bid when expertly employed. The testimony of competent players and teachers is that this system of showing two-suiters produces more satisfactory results than any other. Experts using it will win in Duplicate over those equally expert who adopt other systems. But in spite of its winning power, the fact that the convention is a baldly artificial one and that its meaning is unintelligible without prior

agreement between partners, causes many to consider it objectionable.

All will agree that the use of any system with which the adversaries are not also familiar gives the users an advantage to which they are not entitled; and there are many who believe that it will be injurious to Contract and drive players away from the game if arbitrary bids are introduced, no matter how well and generally they are understood. The author believes that his minor two-bid is the soundest, most useful and least objectionable of all arbitrary conventions, and that it should be explained for the benefit of those who desire to use it; but he feels that for the good of the game he should not push it. At the same time he cannot consistently suggest the abandonment of it by those who have been using it, because he uses it himself except when playing against the inexpert or those who object to all arbitrary conventions and consistently practice what they preach.

To illustrate the situation in which the peculiar advantages of this method of showing a two-suiter stand out, suppose that dealer holds some such hand as:

♠ A-K-J-x-x
♡ A-K-J-x-x
◇ x
♣ A-x

If he open by bidding one Spade, his partner may not have a jump for a bid of one of that suit, and

the side may have the humiliation of scoring 30 with a one-Spade contract when their combined hands would have produced an easy game or slam with Hearts the trump. Should the holder of the above combination bid two Spades, it still is possible that his partner will have no Spade jump, but have help for Hearts; or that partner may have strength enough to jump two Spades to four and the hand be played at that contract when Hearts would have produced a slam. To bid three Spades initially would be subject to the objection urged against the bid of two, but to a greater degree.

When the author wrote his first book on Contract he included in it the following:

> "A novel and highly effective but boldly arbitrary and conventional scheme for handling two-suiters has been suggested, and this will be explained for the enlightenment of the reader, although not endorsed or recommended by the author. There are three possible objections to it: First, the serious objection that it involves the requirement that a bid in one suit mean something in another; second, that being purely arbitrary, it smacks of private convention; third, that its use might lead to other less defensible conventions."

Some time later, after becoming acquainted with the sentiment of many teachers and experts, he acknowledged the authorship of this bid and openly endorsed it. But as time rolls on, it does seem as if he had been prophetic when he wrote "that its use

might lead to other less defensible conventions"; and now he prefers merely to explain it again, without urging its general adoption. Here it is.

An original bid of two Diamonds shows a major (Spade-Heart) two-suiter; an original bid of two Clubs shows a minor (Diamond-Club) two-suiter. These Contract two-suiters must be really strong *in both suits* because this system may force a two-bid from a weak partner. The convention can be used with a "semi-two-suiter" (one four-card suit and one of five cards) or even with two four-card suits; but when a four-carder figures in this bid it must be exceptionally strong.

When the two-Diamond bid is made, the partner with a weak hand is expected to bid two Spades or two Hearts, depending upon which suit happens to be the longer; or, if of equal length, the stronger. That bid would not announce length or strength or show a trick of any kind—merely a preference. With jumping strength, the Diamond bidder's partner should bid three or four of the major in which he is the longer; three being a one-jump and four a two-jump.

After an original bid of two Clubs, the partner would respond as follows: Preferring Diamonds but weak, bid two Diamonds; preferring Diamonds and strong, bid three, four or game; preferring Clubs but weak, pass; preferring Clubs and strong, jump to three, four or game.

This minor two-bid has a uniform meaning whether made by dealer or any other player, so long

as it is an original bid; but it cannot be used after any other bid. In "South one Club, West two Diamonds," the Diamond bid would have Diamond significance only. Also when the bidding side has a partial score of 60 or 70, so that an original bid of two Diamonds or two Clubs would be a game-goer, the minor two-bid would not have the two-suiter significance; it would be a game bid in the suit named.

The partner of the two-suit shower would not necessarily select one of the indicated suits in every case; he might bid two or three No Trumps or two or more of a suit not announced by the original bid. Such a departure from the expected response would indicate a hand of exceptional character which justified ignoring the request to name one of two suits.

A two-suiter composed of one major and one minor does not lend itself to this scheme; it would have to be shown in the usual way by an original bid of one or two of the major and a subsequent bid of the minor.

Following are examples of hands with which the minor two-bid would be apt to work better than any other bid. It will be noted that they are all strong in both suits indicated, an essential feature in the proper use of this bid.

(1)	(2)	(3)
♠ A-K-J-x-x	Q-J-10-x-x	A-K-J-x
♡ A-K-Q-x-x	A-K-J-x-x	K-Q-10-x-x
◇ x-x	A-Q-J	A-K-x
♣ x	None	x

	(4)	(5)	(6)
♠	A-K-Q-10	x	None
♥	A-K-Q-J	None	K-Q-x
♦	A-x-x-x	A-Q-10-x-x-x	A-Q-J-x-x
♣	x	A-K-10-x-x-x	A-K-x-x-x

	(7)	(8)	(9)
♠	x-x	A-K	x
♥	K-x	x	x
♦	A-K-J-x	K-Q-J-x-x	A-K-J-x-x
♣	K-Q-J-x-x	K-Q-J-x-x	K-Q-10-x-x-x

PROGRESSIVE CONTRACT BRIDGE
AND
PIVOT CONTRACT BRIDGE

When Contract was first introduced its special appeal seemed to be to players of the rubber game, and therefore at the start but little thought was directed toward the playing of Contract in either Duplicate or Progressive contests. In due course of time it has been proven that Contract is just as adaptable as Auction to these forms of game, and with the increasing popularity of Contract among all classes, a wide demand has been created for a code of laws for Progressive Contract.

This demand has been met by the American Bridge League, that organization at its annual congress held in Chicago in November, 1929, having adopted an official code for Progressive Contract Bridge, and also one for Pivot Contract Bridge. These codes follow; they are published with the special permission of the American Bridge League, whose courtesy is gratefully acknowledged.

LAWS OF PIVOT CONTRACT BRIDGE

As adopted by

THE AMERICAN BRIDGE LEAGUE

Except as modified by the following special laws, the laws of Contract Bridge govern Pivot Contract.

LAW NO. 1—DRAW FOR PARTNERS

The four players draw cards for partners and deal, and for choice of seats and packs. The player who draws highest is the first "Pivot"; he deals first, and has choice of seats and packs. The player who draws second highest is Pivot's first partner, and the player who draws third highest sits at Pivot's left during the first round and is Pivot's second partner.

LAW NO. 2—CHOICE OF LAWS

Before the first card is dealt at the beginning of a sitting, the players shall decide which one of the following laws shall be enforced; viz., Law 3, 4 or 5. In the absence of agreement, Law 3 shall be used.

LAW NO. 3—WHEN RUBBERS ARE PLAYED

(See Law 2.) Rubbers are played; the laws of Contract Bridge governing rubbers are in force, and a bonus of 500 is allowed for winning a three game rubber and a bonus of 700 points is allowed for

winning a two game rubber. There is no extra bonus for a game made in one hand. At the end of the first rubber, the players change places according to Law 6, and the Pivot is the first dealer for the second rubber. At the end of the second rubber, the players change places a second time and the Pivot is the first dealer for the third rubber.

After the third rubber is finished, and after each succeeding round of three rubbers, the players draw again as provided in Law 1.

The scores are kept as in Contract Bridge, and the net total of the rubber entered on each individual tally card. The side which wins the rubber enters this total as a plus, or under "My Score" when plus and minus scores are not kept, and the losers enter it as a minus, or under "Opponents' Score" when plus and minus scores are not kept.

LAW NO. 4—WHEN GAME IN ONE HAND IS PLAYED

(See Law 2.) Four deals are played and then the players change partners as provided in Law 6; then four more deals and a second change; then four more deals to make a total of twelve deals before the players draw again for a new Pivot, places, etc. If a deal is "passed out" (i.e., if all four players pass at their first opportunity to declare), the same dealer deals again with the same cards after they have been shuffled by the player on dealer's left, and cut by the player on dealer's right.

After the third round of four deals, and after

each succeeding round of four deals, the players draw again as provided in Law 1.

Rubbers are not counted. Each player enters in his individual tally card under the heading "My Score" all the points won by his side; and under the heading "Opponents' Score" all points won by the other side. The game premium is scored as follows:

If not vulnerable..... 300 points
If vulnerable..... 500 points

Vulnerable Features.

Before the first card is dealt at the beginning of a sitting, the players shall select one of the following paragraphs to govern the vulnerable features; viz., paragraph (*a*), (*b*), (*c*) or (*d*). In the absence of such decision, paragraph (*a*) shall be used.

(*a*) All hands shall be played and all scores shall be entered as if neither side were vulnerable. The game premium shall be 300 points.

(*b*) All hands shall be played and all scores shall be entered as if both sides were vulnerable. The game premium shall be 500 points.

(*c*) The first and second deal of each round shall be played and all scores shall be entered as if neither side were vulnerable. The game premium shall be 300 points.

The third and fourth deal shall be played and all scores shall be entered as

if both sides were vulnerable. The game premium shall be 500 points.

(*d*) The first deal of each round shall be played and all scores shall be entered as if neither side were vulnerable.

The second and third deals of each round shall be played and all scores shall be entered as if dealer's side were vulnerable and the other side invulnerable.

The fourth deal of each round shall be played and all scores shall be entered as if both sides were vulnerable.

The game premiums shall be scored as provided in Law 4.

LAW NO. 5—WHEN GAME IN ONE OR MORE HANDS IS PLAYED

(See Law 2.) The players change partners at the end of every game. A premium of 300 is allowed for winning a game, regardless of whether it be won in one hand or made by the aid of a partial score; but partial as well as game scores count in the total. All hands are played and all scores entered as if neither side were vulnerable.

After each game, players shall change partners as outlined in Law No. 6, the Pivot player being the next to deal. After each three games, the players draw again as provided in Law 1.

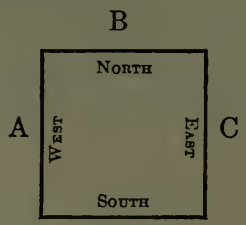
Rubbers are not counted. Each player enters in his individual tally card, under the heading of "My Score," all the points won by his side; and under

the heading "Opponents' Score" all points won by the other side.

LAW NO. 6—CHANGING PARTNERS

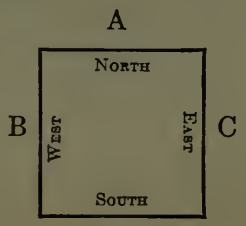
The manner of changing partners under either Law 3, 4 or 5 is as follows: For the first change, the player at the left of the Pivot player changes places with the player sitting opposite the Pivot player; for the second change the player on the right of the Pivot player changes places with the player sitting opposite the Pivot player (the latter being the player who originally sat on the left of the Pivot player). For illustration, see the following diagram.

Before the first Pivot:



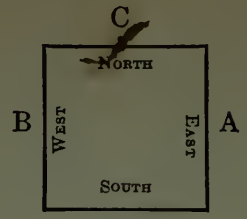
Pivot

After the first Pivot:



Pivot

After the second Pivot:



Pivot

LAW NO. 7—THE WINNER

At the completion of the session each player adds up the entries on his tally under the heading "My Score" and also the entries under "Opponents' Score." The difference between the two totals is the net score of that player, plus if "My Score" is larger than "Opponents' Score" and minus if "Opponents' Score" is larger than "My Score."

THE LAWS OF PROGRESSIVE CONTRACT BRIDGE

As adopted by

THE AMERICAN BRIDGE LEAGUE

Except as modified by the following special laws, the laws of Contract Bridge govern Progressive Contract Bridge.

LAW NO. 1—STARTING PLAY

The game is played by two or more tables of four players each. The tables are numbered from 1 up. Table No. 1 is the Head Table, and the table with the largest number is the Bottom Table. It is customary to use two packs of cards at each table.

LAW NO. 2—PREPARING TALLIES AND SCORE PADS

Prior to the beginning of play, individual tally cards are prepared, one for each player; each card bearing a table number and designating a position (North, South, East or West) at the table. Each player draws a tally card and takes his place at the table and in the position called for by his card. Each table is provided with a score pad for recording the results of the various deals at that table, and for each round of four deals the players appoint one of their number to keep score.

LAW NO. 3—DRAW FOR DEAL

The four players at each table draw for first deal and choice of cards; the player who draws highest is the first dealer and may select either pack. In all draws Ace is high, Deuce low, and as between cards of equal rank the suits rank Spades (highest) Hearts, Diamonds, Clubs (lowest). High wins.

LAW NO. 4—A DEAL PASSED OUT

Should a deal be passed out (i.e., should all four players pass at their first opportunity to declare), the deal passes to the left and both sides score zero on their score pad for that deal.

LAW NO. 5—A COMPLETED ROUND

A round consists of four deals, one by each player. At the end of each round (the results of the four deals having been recorded on the score pad provided for that purpose) the scorer makes up the total score of both sides for that round. Each player shall then enter his score on his individual tally card under "My Score," and the score of his opponents under "Opponents' Score." Should the total score of the two sides be the same, the four players shall enter a zero in both columns of their tally cards.

LAW NO. 6—SCORING GAME

(*a*) A game is made when one side bids for and makes a trick score of 100 points or more on one deal.

(*b*) The side bidding and making game on one

deal shall score (in addition to their trick score) a game premium as follows:

If not vulnerable..... 300 points
If vulnerable..... 500 points

No trick points are carried over from one deal to the next.

LAW NO. 7—SCORING LIMITS

A maximum of 1,000 points for tricks, undertricks, honors, premiums and penalties is all that a side may score in one hand except that premiums for slams may be scored in addition to the 1,000 limitation. Adversaries score full amount for defeating a slam contract regardless of the 1,000 limitation.

LAW NO. 8—PREMIUM FOR WINNERS

The two players at each table who win a round (Law 5) are entitled to a bonus of 250 points for winning the round. In case of a tie in the total scores of any one round, each of the four players shall receive a bonus of 125 points.

At the completion of the session each player shall enter under the heading "My Score" the total of the bonuses he is entitled to for winning or tying at the several tables. E.g, a player who had won four rounds and tied one would be entitled to a bonus of 1,125 points (four times 250, plus 125) to be entered on his tally card under the heading of "My Score."

LAW NO. 9—PROGRESSION AND RE-CUT FOR PARTNERS

Progression.

When a round has been finished at all tables, the players progress in the following manner:

(*a*) The winners at the Head Table remain, the losers moving to the Bottom Table.

At all tables except the Head Table, the losers remain and the winners move up one table towards the Head Table.

(*b*) In case of a tie, the progression is determined by drawing cards, the two drawing highest and next to highest progressing.

Re-Cut for Partners.

After the progression and before the first deal of the next round, the two arrivals at each table draw cards and he who draws higher has choice of seats and packs and is the first dealer; he who draws lower, sits at the left of the first dealer. The two who were at the table during the preceding round also draw, the higher becoming the partner of the dealer. Thus all players change partners after each round.

Progression of Pairs.

When a session is conducted upon the basis of partnerships continuing until its end instead of changing after each round, one of the following methods of progression should be used:

(*a*) Winners progress at every table except the Head Table (from which losers go to the

Bottom Table) and in all cases the partnership is retained, the newcomers playing as partners against the pair remaining at the table, the choice of seats and cards being decided by a draw.

(*b*) The original North and South pairs remain in their original seats throughout the entire session. The East and West pairs progress one table at a time until they reach the Head Table, and then go to the Bottom Table. Thus each pair plays against a different pair each round.

LAW NO. 10—VULNERABLE FEATURE

The individual or committee in charge shall determine which of the following laws shall be enforced regarding vulnerability. In the absence of a ruling, law No. 10 (*a*) shall be used.

(*a*) All hands shall be played and all scores shall be entered as if neither side were vulnerable. The game premium shall be 300 points as shown in law No. 6 (*b*).

(*b*) All hands shall be played and all scores shall be entered as if both sides were vulnerable. The game premium shall be 500 points as shown in law No. 6 (*b*).

(*c*) The first and second deal of each round shall be played and all scores shall be entered as if neither side were vulnerable. The game premium shall be 300 points

as shown in law No. 6 (*b*). The third and fourth deal shall be played and all scores shall be entered as if both sides were vulnerable. The game premium shall be 500 points as shown in law No. 6 (*b*).

(*d*) The first deal of each round shall be played and all scores shall be entered as if neither side were vulnerable. The second and third deal of each round shall be played and all scores shall be entered as if the dealer's side were vulnerable and the other side invulnerable. The fourth deal of each round shall be played and all scores shall be entered as if both sides were vulnerable. The scoring shall be as shown in Law No. 6 (*b*).

LAW NO. 11—WINNER

After the last round of the called "session" in Law 8 is ended, each player shall enter, under the head "My Score," the total of his premiums provided for in Law 8. Each player then shall add up the entries in his tally card under the heading "My Score" and also the entries under "Opponents' Score." The difference between the two totals is the net score of that player; plus if "My Score" is larger than Opponents' Score" and minus if "Opponents' Score" is larger than "My Score." The player with the largest plus score is the winner.

THE LAWS OF CONTRACT BRIDGE

ADOPTED BY
THE WHIST CLUB, NEW YORK

AND BY

THE RACQUET AND TENNIS CLUB, N. Y.
THE AMERICAN WHIST LEAGUE
THE KNICKERBOCKER WHIST CLUB
THE CAVENDISH CLUB
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PREFACE

For the benefit of the many players who have recently taken up Contract Bridge, the following explanation is made:

Laws are not drafted to prevent dishonorable practices; that they cannot accomplish. Ostracism is the only adequate remedy. The real object of the laws is to define the correct procedure and to provide for the situations which occur when a player through carelessness gains an unintentional, but nevertheless an unfair advantage. Consequently, penalties when provided are moderated to a minimum consistent with justice. An offending player should earnestly desire to pay the full penalty and thus atone for his mistake. When this essential principle is thoroughly understood, penalties are paid graciously and cheerfully, improper claims are not presented, arguments are avoided, and the pleasure of the players is materially enhanced.

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THE LAWS OF CONTRACT BRIDGE

PLAYERS

1. The game of Contract Bridge is played by four persons: two play as partners against the other two, each pair constituting a side.

CARDS

2. (*a*) Two packs of playing cards with different backs are used.

(*b*) A correct pack contains fifty-two cards divided into four suits of thirteen cards, one card of each denomination to a suit.

(*c*) A perfect pack is one in which no card is torn, soiled, or otherwise so marked that it may be identified from its back.

(*d*) Any player may demand two new packs to replace correct and perfect packs, provided he do so at the end of a hand and before the ensuing cut. The opponents of the player demanding them shall have the choice of packs, unless the demand be made at the beginning of a rubber, in which case the dealer has the choice.

RANK OF CARDS

3. The cards of a suit rank: Ace (highest), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (lowest).

RANK OF SUITS IN DRAWING

4. In the draw, as between cards of equal rank, the suits rank: Spades (highest), Hearts, Diamonds, Clubs (lowest). High wins.

THE DRAW

5. For the purposes of the draw, a shuffled pack shall be spread face down on the table. Each player draws by lifting a card from the spread pack and showing its face. If a player show more than one card, or one of the four cards at either end of the pack, it is a misdraw by that player and he must draw again.

FORMING TABLES

6. (*a*) A complete table consists of six members. In forming a table, candidates who have not played rank first and in the order in which they entered the room. Candidates who have played, but are not members of an existing table, rank next. Candidates of equal standing decide priority by the draw; high wins.

(*b*) Before the beginning of a rubber, a candidate may enter any incomplete table by announcing his desire to do so. Such announcements, in the order made, entitle candidates to places as vacancies occur.

MEMBERS LEAVING A TABLE

7. If a member leave a table, he forfeits all his rights at said table, unless he leaves to make up a table that cannot be formed without him and, when leaving, announces his intention of returning when his place at the new table can be filled: in which case his place at the table he left must be reserved for him. When a member leaves a table to make up a new table which

cannot be formed without him, and does not claim the right to retain his membership in the old table, he shall be the last to draw out of the new table. When two members leave a table pursuant to this law, the law applies to both.

PLAYERS LEAVING A TABLE

8. (*a*) A player leaving a table may, with the consent of the other three players, appoint a substitute to play in his absence. Such appointment becomes void upon return of said player, or upon conclusion of the rubber; in any case, the substitute, when released, regains all his previous rights.

(*b*) A player who breaks up a table by withdrawing from a table of four at the end of a rubber; or who, after availing himself of the privileges of paragraph (*a*), fails to return before the end of the rubber, cannot claim entry elsewhere as against the other three players from that table.

DRAWING FOR PARTNERS AND DEAL

9. (*a*) A table having been formed, the members draw. He who draws highest becomes the first dealer and has choice of packs and seats; he may consult his partner before choosing, but, having chosen, must abide by his decision. He who draws second highest is dealer's partner and sits opposite him. The third highest has choice of the two remaining seats; fourth highest takes the vacant one. The members, if any, who draw lower than fourth, remain members of the table but do not play in the current rubber.

(*b*) If, at the end of a rubber, a table consist of five or six members, those who have played the greatest number of consecutive rubbers are the first to lose

their places as players, but do not lose their standing as members. The draw decides between players of equal standing.

(*c*) At the beginning of every rubber, the players draw for partners and for choice of seats and packs.

THE SHUFFLE

10. (*a*) After the players are seated at the beginning of a rubber, the player on the dealer's left shuffles the pack which dealer has chosen. All players have the right to shuffle, dealer having the right to shuffle last.

(*b*) During each deal the still pack is shuffled by dealer's partner, who then places it face down at his right (at the left of the next dealer).

(*c*) The pack must be shuffled thoroughly in view of all the players, but not so as to expose the face of any card.

(*d*) If any provision of this law be violated, any player, before the deal starts, may demand a new shuffle.

THE HAND

11. A hand begins with the cut and ends when the last card is played to the thirteenth trick; or when any or all of the remaining tricks have been conceded by either side.

THE CUT

12. (*a*) Dealer, immediately before the deal, places the pack before his right hand opponent, who lifts off the top portion and places it beside the bottom portion toward dealer, who then places the bottom portion on top. This constitutes the cut.

(*b*) If the cut leave fewer than four cards in the top or bottom portion; or any card be faced or displaced; or there be any doubt as to where the pack was divided, or as to which was the top and which the bottom portion; or any but the proper player cut; or any but dealer complete the cut; or any player shuffle after the cut; a new shuffle and a new cut may be demanded by any player.

THE DEAL

13. (*a*) The deal begins after the cut, and ends when the last card has been placed in turn in front of the dealer. The dealer distributes the cards one at a time, face down; the first card to the player on his left, and so on until all fifty-two cards are dealt, the last one to dealer.

(*b*) Except at the beginning of a rubber, and except as in Laws 14, 15 and 16, the player to deal is the one on the left of the last previous dealer.

CARDS TOUCHED DURING DEAL

14. If any player, except dealer, touch a card during the deal and thereby cause a card to be faced, making a new deal compulsory, the side opposed to the offender may add fifty points to its honor score.

NEW DEAL
(Compulsory)

15. I. There must be a new deal by the same dealer with the same pack:

(*a*) If the cards be not dealt to the proper players into four distinct packets of thirteen cards each.

(*b*) If, during the deal, any card be found faced in the pack, or be exposed on, above, or below the table.

(*c*) If, before play begins, it be discovered that more than thirteen cards were dealt to any player.

(*d*) If, during the hand, one player hold more than the proper number of cards and another less.

II. There must be a new deal by the same dealer with a correct pack if, during the hand, the pack be proved incorrect. The current hand is void, but all previous scores stand. The pack is not incorrect on account of a missing card if found in the still pack, among the tricks, below the table, or in any place which makes it possible that such card was part of the pack during the deal. Any player may search for it; if it be not found, there must be a new deal by the same dealer with a correct pack.

NEW DEAL
(Optional)

16. During the deal, any player who has not looked at any of his cards may demand a new deal:

(*a*) If the wrong player deal; if the dealer omit the cut, or deal with the wrong pack.

(*b*) If the pack be imperfect.

In (*a*), the new deal is by the proper dealer with his own pack; in (*b*), by the same dealer with a perfect pack. If no legal demand for a new deal be made under this law before the end of the deal, it stands and the player on the left deals next with the still pack.

THE CONTRACTING

17. (*a*) The contracting begins when the deal ends, and ends when all four players pass; or after a declaration that three players in proper succession have passed. The first legal act of the contracting is a bid or pass by the dealer. Thereafter, each player in turn to the left

must pass; bid, if no bid have been made; make a higher bid, if a bid have been made previously; double the last bid made by an opponent, or redouble an opponent's double, provided no bid has intervened. Each pass, bid, double or redouble is a declaration.

(*b*) When all four players pass, no bid having been made, the hand is abandoned and the next dealer deals the still pack.

BID

18. A bid is made by specifying any number from one (1) to seven (7) inclusive, together with the name of a suit or No Trump, thereby offering to contract that with such suit as trump, or with No Trump, the bidder will win at least the specified number of tricks over six.

RANK OF BIDS

19. A bid of a greater number of tricks ranks higher than a bid of a less number. When two bids are of the same number, they rank: No Trump (highest), Spades, Hearts, Diamonds, Clubs (lowest).

INSUFFICIENT BID

20. (*a*) A bid, unless it be the first bid of the hand, is insufficient if it be not higher than the last previous bid.

(*b*) A player having made an insufficient bid, may correct it without penalty if he do so before another player has called attention to the insufficiency, or has declared; in which case an insufficient suit-bid must be made sufficient in the same suit; an insufficient No Trump bid, in No Trump.

(*c*) If the player on the left of the insufficient bidder declare before attention has been called to the insuffi-

ciency, the insufficient bid stands and is treated as if sufficient.

(*d*) If any player, other than the insufficient bidder, call attention to the insufficiency before the insufficient bidder has corrected his bid and before the next player has declared, the bidder must make his bid sufficient and his partner is barred from further participation in the contracting. In such case, the bid may be made sufficient by substituting any higher bid in any suit or No Trump.

IMPOSSIBLE BID

21. If a player bid more than seven, the bid is void, the offender and his partner are barred from further participation in the contracting, and either opponent may:

(*a*) Demand a new deal.

(*b*) Require the declaration to be played by the offending side at seven (undoubled or doubled).

(*c*) Direct that the contracting revert to the last legitimate declaration and be continued by the side not in error.

BID OR DOUBLE OUT OF TURN

22. An out-of-turn bid is void, unless the opponent on the left of the offender declares before either the in-turn bidder declares, or before any player calls attention to the offense.

When the out-of-turn bid is void, the contracting proceeds from the declaration of the proper bidder, and the partner of the offender is barred from further participation in the contracting; but the offender may declare thereafter in his proper turn. When the partner

of the offender is the in-turn bidder, such turn passes to the next bidder.

When the opponent on the left declares before the in-turn bidder, and before attention is called to the out-of-turn bid, the contracting continues from that declaration and there is no penalty.

A double or redouble out of turn is subject to the same provisions and penalties as a bid out of turn, except when it is the partner's turn to declare, for which Law 26–*g* provides.

PASS

23. When, in his proper turn in the contracting, a player does not bid, double or redouble, he must pass; he should do so by saying "Pass" or "No Bid," and the turn to declare is thereby transferred to the next player on the left, unless such pass ends the contracting.

PASS OUT OF TURN

24. (*a*) If no bid have been made:

A pass out of turn is void; the proper player declares, and the offender may not bid, double or redouble until the first bid has been overbid or doubled.

(*b*) If a bid have been made:

A pass out of turn is void; the proper player declares, and the offender may not bid or double until the declaration he passed is overbid or doubled.

In either (*a*) or (*b*): if the player at the left of the offender declare before attention is called to the offense, the pass becomes regular, the contracting proceeds, and the offender may declare in turn.

In either (*a*) or (*b*): if it be the turn to declare of the player on the right of the offender, a declaration

by the in-turn player made before his partner declares, is regular and calls attention to the offense.

DOUBLES AND REDOUBLES

25. During the contracting and in proper turn, a player may double the last previous bid, if made by an opponent, or redouble an opponent's double. Doubles and redoubles increase the values of made contracts (Law 36–*b*), extra tricks and undertricks (Law 52–*b*). Doubling or redoubling does not change bidding values (Law 19), the values of honors or slams, nor that part of a revoke penalty which is scored in points. A bid which has been redoubled may not again be doubled or redoubled.

A double of an opponent's double is a redouble; a redouble of an opponent's bid is a double.

ILLEGAL DECLARATIONS

26. (*a*) A double or redouble, made before a bid has been made, is a double or redouble out of turn, for which Law 22 provides the penalty.

(*b*) If a player bid, double or redouble, when barred from so doing, either opponent may decide whether or not such bid, double or redouble shall stand; and in any such case, both the offending player and his partner must thereafter pass.

(*c*) A bid, double or redouble, made after the contracting is ended, is void. It is not penalized if made by Declarer or his partner, but if made by an adversary, Declarer may call a lead from the partner of the offender the first time it is the turn of said partner to lead.

(*d*) A pass made after the contracting is ended, is void; no penalty.

(*e*) A double or redouble of a redouble is void, and either opponent of the offender may demand a new deal, or add two hundred points to the honor score of his side.

(*f*) A double of a partner's bid, or a redouble of a partner's double is void. Penalty: the opposing side may add one hundred points to its honor score.

(*g*) If a player double or redouble when it is his partner's turn to declare, the opponents may consult before declaring further, and elect:

(1) To call the bid made before the offense the final bid.

(2) To call the doubled or redoubled bid the final bid.

(3) To demand a new deal.

(*h*) A player is not required to name the bid he is doubling or redoubling, but if he do so and name any bid other than the one he might legally double or redouble, his declaration is void; he must declare again, and his partner is barred from further participation in the contracting.

CHANGING DECLARATION

27. A player who inadvertently says "No Bid" when meaning to say "No Trump," or *vice versa;* or who inadvertently names one suit when meaning to name another, may correct his mistake before the next player declares.

A change in the number of tricks bid (except to make a bid sufficient), or from Pass to any bid, may not be made.

By "inadvertently" is meant a slip of the tongue, not a change of mind.

Except as above provided, a player may not change his declaration: and if he attempt to do so, the second

declaration is void and may be penalized as a bid out of turn.

CARDS EXPOSED DURING THE CONTRACTING

28. If, during the contracting, a player lead or expose a card, it must be left face up on the table: and if it be a Ten or higher card, the partner of the offender is barred from further participation in the contracting.

If the offender become Declarer or Dummy, the card is no longer exposed; but if the offender become an adversary, the card, regardless of its rank, remains exposed until played.

If the player at the left of the offender become Declarer he may, before the Dummy is exposed, prohibit a lead of the suit of the exposed card by the partner of the offender. When two or more cards are exposed by the same player, all are subject to the provisions of this law; but the Declarer may not forbid the lead of more than three suits.

THE CONTRACT

29. At the end of the contracting the highest bid becomes the contract. The partners who secure the contract undertake to win at least six tricks (the book), plus the number of tricks named in the contract.

The partners who secure the contract become respectively Declarer and Dummy. The player who first, for his side, named the suit or No Trump of the contract, becomes Declarer; his partner, Dummy. The partners who do not secure the contract become the adversaries: the one on Declarer's left hereinafter termed Senior; the one on Declarer's right hereinafter termed Junior.

THE DUMMY

30. (*a*) After the end of the contracting, unless all four players have passed initially, the play begins, and continues until the last card is played to the thirteenth trick. Senior leads; Dummy places his cards face up on the table and Declarer plays Dummy's cards in addition to playing his own.

(*b*) During the play, Dummy may not:

(1) Warn Declarer that he is about to lead from the wrong hand, nor tell him which hand has the lead. Penalty: either adversary may name the hand from which the lead shall be made.

(2) Suggest a lead or play by touching or naming a card, or otherwise. Penalty: either adversary may direct that Declarer make such lead or play such card (if legal) or refrain from doing so.

(*c*) Except as provided in (*b*), Dummy has all the rights of a player, unless he intentionally sees the face of a card held by Declarer or either adversary.

(*d*) If Dummy have intentionally seen any such card, he may not call Declarer's attention to:

(1) Any legal right. Penalty: forfeiture of such right.

(2) A card exposed by an adversary. Penalty: the card is no longer exposed.

(3) An adverse lead out of turn. Penalty: the adversaries, after consultation, may decide which of them shall lead.

(4) An adverse revoke. Penalty: the revoke may not be claimed.

(5) The fact that he has refused a suit by asking

whether he have any or none of it. Penalty: Declarer may not change his play and is liable for any revoke resulting therefrom.

LEAD AND PLAY

31. When a player places a card face up on the table, his act is a play. The first play to a trick is a lead.

A lead or play is completed:

(*a*) By an adversary, when the card is so placed or held that his partner sees its face.

(*b*) By Declarer, when the card is quitted face up on the table.

(*c*) By Dummy, when Declarer touches or names the card. If, in touching a card, Declarer say "I arrange," or words to that effect; or if he manifestly be pushing one or more cards aside to reach the one desired, touching the card does not constitute a lead or play.

CARDS EXPOSED DURING PLAY

32. During the play the following are exposed cards:

(*a*) When two or more cards are led or played simultaneously, the offender may designate which one is led or played, and the others are exposed, except any one so covered that its face is completely concealed.

(*b*) A card dropped face upward on the table, even if picked up so quickly that it cannot be named.

(*c*) A card dropped elsewhere than on the table, if the partner sees its face.

(*d*) A card so held by a player that his partner sees any portion of its face.

(*e*) A card mentioned by either adversary as being in his own or in his partner's hand.

(*f*) If an adversary who has played to the twelfth trick, show his thirteenth card before his partner plays his twelfth, the partner's two cards are exposed.

(*g*) If an adversary throw his cards face up on the table, they are exposed, unless such act follows a claim by Declarer of a certain number, or the rest of the tricks.

(*h*) A card designated by any law as "exposed."

PENALTY FOR EXPOSED CARDS

33. (*a*) There is no penalty for a card exposed by Declarer or Dummy.

(*b*) A card exposed by an adversary must be left face up on the table and Declarer may call it (*i. e.*, require its owner to lead or play it) whenever it is the owner's turn to lead or play, unless playing it would cause a renounce.

(*c*) Declarer may not prohibit the lead or play of an exposed card, and its owner may lead or play it whenever he legally can do so: but until played, Declarer may call it any number of times.

LEADS OUT OF TURN AND CARDS PLAYED IN ERROR

34. (*a*) After the contracting ends and before Senior leads, should Junior lead or expose a card, Declarer may treat it as exposed, or require Senior (the proper leader) to lead a card of a suit named by Declarer. Dummy may call attention to the offense; but should Declarer and Dummy consult regarding the penalty, it is canceled. Should Dummy show any of his cards

before the penalty is selected, Declarer may call the exposed card, but may not call a lead.

If an adversary lead out of turn during the play, Declarer may call the lead of a suit as soon as it is the turn of either adversary to lead, or may treat the card so led as exposed.

(*b*) Should the adversaries lead simultaneously, the correct lead stands and the other is an exposed card.

(*c*) Should Declarer lead out of turn either from his own hand or Dummy, such lead shall stand, unless an adversary call attention to the error before he or his partner plays. When attention is called to the error in time, Declarer must lead from the proper hand; and, if that hand have a card of the suit led from the wrong hand, he must lead that suit.

(*d*) Should any player (including Dummy) lead out of turn, and next hand play, the lead stands as regular. If an adversary lead out of turn, and Declarer play next, either from his own hand or Dummy, the adverse lead stands as regular.

(*e*) Should an adversary who has played a card which is a winner as against Declarer and Dummy, lead another or several such winning cards without waiting for his partner to play, Declarer may require said adversary's partner to win, if he can, the first or any of these tricks, after which the remaining card or cards thus led are exposed.

(*f*) After a lead by Declarer or Dummy, should Fourth player play before Second, Declarer may require Second player to play his highest or lowest card of the suit led, or to win or lose the trick. If he have none of the suit led, Declarer may call his highest of any designated suit; if he hold none of the suit called, the penalty is paid.

(*g*) Should Declarer lead from his own hand or Dummy, and play from the other hand before either adversary plays, either adversary may play before the other without penalty.

(*h*) If a player (not Dummy) omit playing to a trick and then play to a subsequent trick, Declarer or either adversary (as the case may be) may demand a new deal whenever the error is discovered. If no new deal be demanded, the surplus card at the end of the hand is considered played to the imperfect trick, but does not constitute a revoke therein.

(*j*) Whenever it is suspected that any of the quitted tricks contain more than four cards, any player may count them face downward. If any be found to contain a surplus card, and any player be short, either opponent of the player who is short may face the trick, select the surplus card, and restore it to the player who is short; but this does not change the ownership of the trick. The player who was short is answerable for any revoke as if the missing card had been in his hand continuously. Should the side in whose tricks the surplus card is found, have failed to keep its tricks properly segregated, either opponent of such side may select a card from the tricks improperly gathered and restore such card to the player who is short.

TRICKS

35. (*a*) Unless compelled, as a penalty, to lead in a certain way, a player may lead any card he holds; after each lead, each player in turn to the left must follow suit if he can. A player having none of the suit led, may play any card he holds.

(*b*) A trick consists of four cards played in succession, beginning with a lead.

(*c*) A trick containing one trump-card or more, is won by the player who plays the highest trump-card. A trick containing no trump-card, is won by the player who plays the highest card of the suit led.

(*d*) Declarer gathers all tricks won by himself or Dummy; either adversary may gather all tricks won by his side. All tricks gathered by a side should be kept together and so arranged that the number thereof may be observed, and the identity of each trick readily established. A trick gathered by the wrong side may be claimed by the rightful owners at any time prior to recording the score for the current hand.

(*e*) A quitted trick may be examined upon demand of any player whose side has not led or played to the following trick.

(*f*) The winner of each trick leads to the next, until the last trick is played.

THE MADE CONTRACT

36. (*a*) The Made Contract represents the number of tricks won by Declarer after he has won six tricks, up to and including the number of tricks named in his contract. The first six tricks won by Declarer constitute his book and have no scoring value. If Declarer fails to win the contract, his side scores nothing for tricks; but if he makes his contract, his side scores in their contract score, the value, normal, doubled or redoubled, of the Made Contract. For the Made Contract trick values see Law 52–*a*. The value normal, doubled or redoubled of their Made Contract is the only score either side can score in its contract score. All other points, including extra tricks made, are scored in the honor score.

(*b*) Doubling doubles the normal value of the tricks

of the Made Contract; redoubling multiplies by four the normal value of said tricks.

EXTRA TRICKS

37. (*a*) Extra tricks are tricks won by Declarer in excess of his Made Contract.

(*b*) Extra tricks are scored in the honor score (Law 52–*b*).

UNDERTRICKS

38. (*a*) The book of the adversaries is seven minus the number of tricks named in Declarer's contract. When the adversaries win a trick or tricks in addition to their book, such tricks are undertricks.

(*b*) The adversaries score in their honor score for all undertricks (Law 52–*b*).

REFUSE AND RENOUNCE

39. To fail to follow suit is to refuse: to refuse when able to follow suit is to renounce.

THE REVOKE

40. (*a*) A renounce becomes a revoke:

(1) When a renouncing player or his partner, whether in turn or otherwise, leads or plays to the following trick.

(2) When the renouncing player or his partner claims the remaining tricks, or any of them.

(*b*) When one side claims a revoke, if either opponent mix the cards before the claimant has had reasonable opportunity to examine them, the revoke is established.

(*c*) When a player has incurred a penalty requiring him to play the highest or lowest of a suit, or to win or lose a trick, or to lead a certain suit, or to refrain from

playing a certain suit; and fails to act as directed when able to do so: he is subject to the penalty for a revoke.

(*d*) When any player (except Dummy) is found to have less than his correct number of cards, and the other three have their correct number, the missing card or cards, if found, belong to the player who is short and he is answerable for any revoke or revokes as if said card or cards had been in his hand continuously.

REVOKE AVOIDED

41. A renouncing player is not penalized for revoke under the following circumstances:

(*a*) A renounce by Dummy must be corrected if discovered before the lead to the next trick. After such lead, the renounce may not be corrected. There is no penalty in either case.

(*b*) Should Dummy leave the table, Declarer cannot be penalized for revoke, unless an adversary call the renounce to his attention in time to enable him to correct it.

(*c*) When a player refuses, any other player may ask whether he has any or none of the suit led; and if he admit that he has renounced before his renounce has become a revoke, he shall be subject to the penalty for a renounce, but not to the penalty for a revoke. Dummy may not ask the above question, if he have intentionally seen a card of another player.

RENOUNCE PENALTY

42. A renounce made by any player (except Dummy) may be corrected by such player at any time before he or his partner has led or played to the following trick, or claimed any of the remaining tricks. In that case there is no revoke penalty; but the player, if an

adversary, may be required to play his highest or lowest card of the suit led. Declarer, instead of calling the highest or lowest, may treat the card played in error as exposed. A Declarer who has renounced may be required by either adversary to play his highest or lowest, if the adversary on his left have played after the renounce. Any player who has played after a renounce may, if it be corrected, withdraw his card and, without penalty, substitute another; if an opponent have led to the next trick, that lead may be changed.

REVOKE PENALTY

43. (*a*) Two tricks for the first revoke by any player. (*b*) One hundred points penalty scored in adversaries' honor score for each subsequent revoke.

Penalty tricks are taken at the end of the hand from the tricks of the revoking side and added to the tricks of the other side. They count exactly as if won in play and assist Declarer to make his contract or to go game; or may assist the adversaries to defeat the contract, in which case they carry full penalty values. If they make the total twelve or thirteen tricks for Declarer, they carry the proper slam premium if bid. If the contract be doubled or redoubled, they count at the doubled or redoubled value in the contract score of the Declarer, and carry their full premium or penalty values in the honor score of either side. After surrendering these tricks, the revoking side may score for its remaining tricks as it would if it had not revoked. If the revoking side have not enough tricks to pay the penalty in full, the adversaries take all the tricks they have and 100 additional points in their honor score for each revoke which would otherwise remain in whole or in part unpenalized.

TIME LIMITATION OF REVOKE CLAIM

44. No revoke penalty may be claimed after the next ensuing cut; nor, if the revoke occur during the last hand of the rubber, after the score has been agreed upon; nor, if there have been a draw for any purpose in connection with the next rubber.

CLAIMING TRICKS

45. If Declarer claim the remaining tricks or any number thereof, either adversary may require him to place his cards face up on the table and to play out the hand. In that case, Declarer may not call any cards either adversary has exposed, nor refuse to trump a doubtful trick when able to do so, nor take any finesse unless:

(*a*) He announces his intention to do so when making his claim; or

(*b*) The adversary on the left of the finessing hand had refused the suit before the claim was made.

CONCEDING TRICKS

46. (*a*) Declarer may concede one or more tricks unless Dummy promptly objects; but if Dummy have intentionally seen a card in the hand of a player, he may not object. If, after a concession by Declarer and before objection by Dummy, an adversary face his cards, they are not exposed.

(*b*) Either adversary may concede one or more tricks to Declarer, unless the other adversary promptly objects; but if the conceding adversary face his cards, they are exposed.

GAME

47. A game is won when one side makes a contract score of 100 or more points. A game may be completed in one hand or more; each hand is played out and the full value of a made contract is counted, whether or not needed to make game. No contract points are carried over from one game to the next; each side starts a new game with a contract score of zero.

VULNERABLE

48. After a side wins one game it becomes "Vulnerable." Until a side wins a game it is "Not Vulnerable."

RUBBER

49. (*a*) A rubber begins with the draw and is completed when one side has won two games; when one side wins the first two games, the third game is not played. The side having the net points (Law 52–*c*) wins the rubber.

(*b*) When a rubber is started with the agreement that the play shall terminate (*i. e.*, no new hand shall commence) after a specified time, and the rubber is unfinished at that time, the score is made up as it stands, two hundred points being added to the honor score of the winners of a game. A hand, if started, must be played out; but if a player refuse to finish it, his opponents may elect whether it be thrown out or counted at their estimate of the probable result.

(*c*) If a rubber be started without any agreement as to its termination, and before its conclusion one player leave; or if, after an agreement a player leave before the specified time, and in either case fail to appoint an acceptable substitute, the opponents have

the right to consult and decide whether the score of the unfinished rubber be canceled or counted as in (*b*).

HONORS

50. (*a*) In a No-Trump Contract, the honors are the four aces; in a suit contract, the honors are the Ace, King, Queen, Jack and Ten of that suit.

(*b*) Honors are scored in the honor score of the side to which they are dealt; their value is not changed by doubling or redoubling. Honor premiums are additional to all other premiums (Law 52–*b*).

SLAMS

51. (*a*) A Grand Slam is the winning of thirteen tricks by the Declarer. A Small Slam is the winning of twelve tricks by the Declarer. (See also Law 43–*b*).

(*b*) Slam premiums are additional to all other premiums; and to score the premium, the slam must be contracted for. Their value is not changed by doubling or redoubling (Law 52–*b*).

SCORING

52. (*a*) *Contract Score:* Each side has a contract score in which are recorded only points for Made Contracts. (Law 36.) Each Made Contract counts per trick:

With No Trump	35 points
With Spades Trumps	30 points
With Hearts Trumps	30 points
With Diamonds Trumps	20 points
With Clubs Trumps	20 points

Doubling and Redoubling, Law 36-*b*.
Rank of Bids, Law 19.

(*b*) *Honor Score:* Each side has an honor score in which all premiums and all penalties are scored as follows:

PREMIUMS

Honors:	*Points*
4 Trump Honors in one hand	100
5 Trump Honors in one hand	150
4 Aces in one hand in No Trumps	150
All Other	None
For Winning Final Game of Rubber:	
If a two-game rubber	700
If a three-game rubber	500
Making Contract:	
If Undoubled	None
If Doubled (When Declarer is Not Vulnerable)	50
(When Declarer is Vulnerable)	100
Extra Tricks:	
If Undoubled (When Declarer is Vulnerable or Not Vulnerable), per trick	50
If Doubled (When Declarer is Not Vulnerable), per trick	100
(When Declarer is Vulnerable), per trick	200
Slams Bid and Made (Law 51):	
Little Slam (When Declarer is Not Vulnerable)	500
(When Declarer is Vulnerable)	750
Grand Slam (When Declarer is Not Vulnerable)	1000
(When Declarer is Vulnerable)	1500
Unbid Slams Made	No Slam premiums

PENALTIES

Undertricks (Scored in Adversaries' honor score):	
If Undoubled (When Declarer is Not Vulnerable) per trick	50
If Undoubled (When Declarer is Vulnerable) for first trick	100
for subsequent tricks	200

If Doubled (When Declarer is Not Vulnerable)	*Points*
first two tricks, per trick	100
for third and fourth tricks, per trick	200
for subsequent tricks, per trick	400
If Doubled (When Declarer is Vulnerable)	
for the first trick	200
for subsequent tricks, per trick	400

Redoubling doubles the doubled premiums and penalties.

Neither doubling nor redoubling changes the premiums for games, slams and honors; nor the penalty in the honor score for the revoke.

(*c*) At the end of the rubber, the total points of a side are obtained by adding together its contract score and its honor score. Subtracting the smaller total from the greater gives the net points by which the rubber is won and lost.

(*d*) A proved error in the honor score may be corrected at any time before the score of the rubber has been made up and agreed upon.

(*e*) A proved error in the contract score may be corrected at any time before the next contracting begins; or, if the error occur in the final hand of the rubber, before the score has been made up and agreed upon.

(*f*) A proved error in addition or subtraction may be corrected whenever discovered.

CONSULTATION AND SELECTION OF PENALTIES

53. Laws that give "either partner," "either opponent," etc., the right to exact a penalty do not permit consultation.

(*a*) If either partner suggest or name a penalty, he is deemed to have selected it.

(*b*) If either direct the other to select a penalty, the latter must do so; and, if an attempt be made to refer the privilege back, the penalty is canceled.

(*c*) If either say (in effect): "Which of us is to select the penalty?" the penalty is canceled.

(*d*) A proper penalty once selected may not be changed.

(*e*) If a wrong penalty be selected, the selection must be corrected upon request of either opponent.

(*f*) If a wrong penalty be selected and paid without challenge, the selection may not be changed.

(*g*) A reasonable time must be allowed for the selection of a penalty.

(*h*) If, instead of exacting a penalty at the proper time, either opponent of the side in error declare or play, no penalty may be exacted.

INFORMATION

54. (*a*) During the contracting, information must be given concerning its details; but, after it is ended, should either adversary or Dummy inform his partner regarding any detail of the contracting, except the contract, Declarer or either adversary (as the case may be) may call a lead the next time it is the turn of the offending side to lead. At any time during the play, any player inquiring must be told the final bid, and whether it was doubled or redoubled; but no information may be given as to who doubled or redoubled.

(*b*) Any player (except Dummy) may, before a trick is turned and quitted, demand that the cards so far played be indicated by their respective players; but should either adversary, in the absence of such demand, in any way call attention to his own card or to the trick, Declarer may require the partner of the offender to play his highest or lowest card of the suit led, or to win or lose the trick.

(*c*) Either adversary, but not Dummy, may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, an adversary make any unauthorized reference to any incident thereof, or to the location of any card, Declarer may call a lead when it next becomes an adversary's turn to lead. Any such reference by Dummy may be similarly penalized by either adversary.

(*d*) If, before or during the contracting, a player give any unauthorized information concerning his hand, his partner may be barred from further participation in the contracting.

ETHICS AND ETIQUETTE

Offenses against the ethics and etiquette of the game are unpardonable, as they are not subject to prescribed penalties. The only redress is to cease playing with those who habitually disregard the following:

1. Declarations should be made simply, without emphasis, and without undue delay.

2. A player who has looked at his cards, should not indicate by word, manner, or gesture, the nature of his hand; nor his approval or disapproval of a bid, double or play; nor call attention to the score.

3. A player should not allow any hesitation or mannerism of his partner to influence his own declaration or play.

4. If a player demand that the bidding be reviewed, or that the cards played to a trick be indicated, he should do so for his own information and not to call his partner's attention to any bid or play.

5. An adversary should not lead until the preceding trick has been gathered; nor, having led a winning

card, should he draw another from his hand before his partner has played to the current trick.

6. A card should not be played with emphasis, nor in such manner as to draw attention to it; nor should a player detach one card from his hand and subsequently play another.

7. No player should hesitate unnecessarily in his play, in order to create a wrong impression regarding his hand.

8. Dummy should not leave his seat to watch Declarer play.

9. Except when permitted by law, a player should not look at a trick that has been turned and quitted.

10. A player should not purposely incur a penalty, even though willing to pay it; nor make a second revoke to conceal a first.

GOULASHES
(Optional)

When all four players pass, no bid having been made, and the players desire to play a Goulash, the cards shall be redealt by the same dealer. Before surrendering his hand, each player shall sort his cards into suits, arranging the cards in each suit according to value (Law 3). The dealer then places his cards face down on the table, and each player in turn, beginning with the player on the right of the dealer, places his cards face down on top of those of the preceding player. The cards are then cut by the player at dealer's right (no shuffling of any kind permitted) and are dealt as follows: Five at a time to each player in turn, beginning with the player on the left of the dealer, again five at a time to each player, and finally three at a time to each player.

When all four players pass, no bid having been made, the same procedure is followed as before, the cards being dealt by the same dealer.

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GLOSSARY

Above the Line. See **Line.**

Advance. To make an overbid in the same suit. See **Raise.**

Adversary. An opponent of Declarer.

Adverse. By, or pertaining to, the opponents.

Answer. To make a declaration called for, or suggested, by partner's previous declaration.

Approaching Bid. One designed to guide partner toward the most advantageous declaration.

Assist. To raise after an intervening adverse bid. See **Jump.**

Auction. In Auction Bridge, the part of the play which begins when the deal ends and ends when the four players pass on the first round or, after a bid, when three pass in succession. In Contract Bridge this is called the **Contracting.**

Auction Bridge. Official name of that game under 1926 code. (See also **Contract Bridge.**)

Balance of Strength. When two strong hands are opposed to each other, the remaining high cards are called the "balance of strength." The balance of strength may all be in one hand or may be divided between two.

Bath Coup. See **Coup.**

Below the Line. See **Line.**

Best. See **Master Card.**

Bid. The naming of a suit, or No Trump, together with a number of tricks, to signify the number of odd tricks the bidder will undertake to win if he gets the contract.

Bidding to the Score. Modifying one's bid in cognizance of a score advanced beyond love. See **Love Score.**

Bien Joué (well played). French term which signifies that Declarer has made his contract.

Big Slam. See **Slam.**

Blank Suit. A suit of which a player had none dealt to him.

Blind Lead. Initial lead.

Block. (1) To hold up the master card of the opponents' suit. (2) To fail to unblock partner's suit.

Bonus (in Contract Bridge called **Premium**). Points for winning the rubber, making a doubled contract, etc. See also **Contract Bonus, Game Bonus, Rubber Bonus.**

Book. (1) Declarer's first six tricks. (2) For Adversaries, the amount of Declarer's bid subtracted from seven.

Border-line Bid. One which is made on no more than minimum strength.

Bridge. (1) Popular unofficial name of Auction Bridge and Contract Bridge. (2) An earlier form of the game in which there is a Dummy but no bidding.

Business Double. One made primarily for the purpose of doubling the value of undertricks. See **Informatory.**

Business Pass. A pass which indicates to the partner, who has made an Informatory Double, that the existing declaration will be remunerative.

Bust. A hand devoid of trick-taking possibilities, or nearly so.

Call. Bid.

Calling a Card or a Suit, etc. As a penalty, the privilege of compelling an opponent to lead or play a certain card, or from a certain suit, or to play his highest or lowest, or to win or lose the trick.

Camouflage Declaration. One which does not disclose the make-up of the player's hand.

Candidate. One who has signified his desire to become a member of a table.

Cards. See **Pack.**

Cash. To lead one or more winning cards; usually, to lead all one's winning cards; to run.

Chicane. A blank suit. (When playing under the American code it has no legal significance.)

Choice of Packs and Seats. The privilege, granted to the drawer of the highest card, of choosing the pack he wishes to deal and selecting his seat at the table.

"Claiming the Rest." Showing the remainder of one's hand as proof of ability to win the remaining tricks.

Closed Hand. Declarer's cards. See **Open.**

Combination Finesse. A finesse in which both hands participate. See **Finesse.**

Command. (n) The highest remaining card of a suit. (v) To hold that card.

Complete (Pack). Correct.

Complete Table. One having six members.

Consultation. Conference between partners regarding the selection of a penalty.

Continue (a suit). To lead the same suit again after winning a trick in it; to resume the lead of a suit after regaining the lead.

Contract. (See also next definition.) (1) Popular name of Contract Bridge. (2) An agreement, subject to penalty in case of failure, to win a specified number of tricks with a given trump or at No Trump. See Bid.

Contract, Contract Auction, Contract Auction Bridge, Contract Bridge. Different names for a form of the game in which only the number of odd tricks bid may be scored below the line. Contract Bridge is the official name.

Contract Bonus. Bonus allowed Declarer for making a doubled or redoubled contract.

Contracting. Same as Auction.

Convention. A practice in declaration or play which has some generally-understood special significance.

Conventional. A term applied to declarations and plays which depend for their validity upon some generally-understood special significance.

Correct Pack. See Pack.

Coup. A brilliant play. **Bath Coup.** Duck of adverse lead of King or Queen by fourth hand who holds Ace-Jack and others; the object being to make the Ace-Jack a tenace. **Deschapelles Coup.** Lead of King or other high card at head of suit to force an adverse high card and aid partner in establishing his suit. **Grand Coup.** The playing of a superfluous trump on partner's winning card so that subsequently lead may be left in partner's hand.

Courtesies of the Table. See Protection from Revokes.

Cover. To play a card higher than any played to the trick.

Cross Ruff. See Ruff.

Cut. Separating the pack and putting the bottom portion on top for the purpose of changing the order of the cards.

Cutting Out. A name formerly given to drawing cards for the purpose of deciding who are to play in the next rubber.

Danger Hand. The adverse hand from which a lead would be more disadvantageous to Declarer than from the other adverse hand.

Deal. (n) The play which begins after the cut and ends with the distribution of the cards; improperly, the hand. (v) To distribute the cards.

Dealer. He who distributes the cards.

Declaration. A bid, double, pass, or redouble.

Declare. To bid, double, pass, or redouble.

Declarer. He who gets the contract and plays the combined hands.

Defeat the Contract. By the adversaries, to win enough tricks to prevent the winning by Declarer of the number of odd tricks bid by him.

Demand (or Forcing) Bid. Conventional bid which partner must overcall if intervening adversary passes.

Denial Bid. A shift of declaration made to show lack of support for partner's initial bid.

Deschapelles Coup. See **Coup.**

Discard. To play a card which is not of the suit led and which is not a trump.

Discouragement Card. A low card which will not look like the beginning of a signal. See **Encouragement.**

Double. A feature of the declaration by which the value of tricks is doubled. See **Business, Informatory, Redouble.**

Double Chicane. Chicane held by partners simultaneously.

Double Ruff. See **Ruff.**

Double Tenace. See **Tenace.**

Doubleton. An original holding of two cards of a suit. See **Singleton.**

Down and Out (lead). The opening lead of leader's highest card of the suit, followed by the lead (or play) of the next lower, etc.

Draw. Pulling cards from a spread pack to decide who is to deal, who are to play the rubber, etc.

Duck. To play a losing card when holding one (of the suit led) higher than the card played by an adversary.

Dummy. (1) Declarer's partner. (2) Dummy's cards.

Duplicate. A form of the game in which the hands are played more than once (*i. e.*, overplayed).

East. In conventional diagrams, the player at dealer's right.

Elimination. Tactics by which Declarer forces a lead from an adversary after exhausting the hand he is to lead up to of one or more suits.

Encouragement Card. A high card played or discarded on the first round of a suit to show partner the beginning of a signal.

Entry at Table. Determining by the draw who are to be members.

Entry Card. See **Re-entry.**

Established Suit. One in which the holder can take the remaining tricks if it be led.

Etiquette. Rules without legal penalties.

Exposed Cards. Cards the faces of which are shown contrary to the Laws.

Extra Tricks. Same as Overtricks.

Face Card. King, Queen, Jack.

Faced (card). One placed with face upward or outward when only its back should be shown.

Fall of the Cards. The order in which played.

False Card. To play or lead a card unconventionally for the purpose of deception.

False Cut. A cut improperly or illegally made.

False Draw. A draw improperly or illegally made.

Final Declaration. The last bid; the contract.

Finesse. To play the lower card of a tenace; or (see **Combination Finesse**) to lead a lower touching card toward a higher (but not touching card) and to play under the card led.

First Hand. See **Hand.**

Fit. A bid "fits" partner's hand when partner's cards furnish support for it.

Flag Flying. Assuming a losing contract for the purpose of preventing an adverse game.

Following Suit. Playing a card of the suit led.

Force. To lead a card which another player must trump to win.

Forced Bid, Lead, etc. One which some previous feature of the bidding or play has rendered expedient or necessary.

Forcing Bid. Same as **Demand Bid.**

Fourchette. The cards next higher and next lower than the card held, led or played by the opponent to the right.

Fourth Best. The fourth highest card which a player originally held of a suit. When the fourth best is led initially, its denomina-

tion subtracted from eleven shows the number of higher cards of that suit out against the leader.

Fourth Hand. See **Hand.**

Freak (deal or hand). One in which the distribution of the cards is abnormal.

Free Double. The double of a bid which, if successful undoubled, would score game.

Fulfilling Contract. By Declarer, winning at least the number of odd tricks called for by the contract or final declaration.

Game. In Auction, a score of 30 points or more in the trick score, made in one or more deals; in Contract the game score is 100.

Game All. One game for each side.

Game Bonus. In Duplicate and Progressive, a bonus allowed for winning game in one hand.

Game In (or Out). One game ahead of (or behind) the opponents.

Get In. To secure the lead.

Go Down. To be set.

Goulash. In Contract, a device whereby when the four players all pass their first opportunity to bid, sorted but unshuffled hands are stacked and then dealt five and three at a time. Not a legal requirement, but permitted.

Grand Coup. See **Coup.**

Grand Slam. See **Slam.**

Guard. Card or cards which protect a guarded card or suit.

Guarded. Guarded card, card so accompanied by other cards of the same suit that it probably will not be captured; guarded suit, one containing guarded card or cards.

Hand. (1) That which begins with the cut and ends when the last card is played to the thirteenth trick. (2) Cards held by a player. (3) Player's position, as "Second hand," "Fourth hand."

Higher Bid. One calling for more odd tricks; or, the odd tricks being equal, one naming a declaration of higher rank.

Holding Up. Refusing to play a winning card so as to use it on a later trick.

Honors. (1) Ace, King, Queen, Jack, Ten of the trump suit; the aces when there is no trump. (2) Ace, King, Queen, Jack, Ten, of any suit.

Honor-score. (1) Total of all points outside of trick points. (2) The place on the score sheet where all points are entered except those

which count toward game. In Contract, overtricks are scored in the Honor-score.

Imperfect Pack. See **Pack.**

Imperfect Tenace. See **Tenace.**

Incomers. Members of a table who take the places of outgoers.

Incomplete (pack). Incorrect.

Incorrect Pack. See **Pack.**

Information. Exchange of details concerning bidding or play.

Informatory Double. One made to give information rather than to double the value of undertricks. See **Business.**

Informatory Pass. A pass made to indicate a preference (after the partner has bid a two-suiter).

Initial Bid. Original bid made by Dealer or Second Hand.

Initial Lead. First lead made by Senior.

Insufficient Bid. One which fails to specify either a declaration of higher rank, or a greater number of tricks, than that named in the last previous bid.

Invitation (bid). Suit-bid made to encourage partner to bid No Trump.

Invulnerable. See **Vulnerable.**

Jump. To raise partner's bid in the absence of an intervening adverse bid. **Jump-Raise, Jump-Shift.** A Raise or Shift made by a bid higher than needed merely to overcall the last preceding bid. See **Assist.**

Junior. Player at Declarer's right.

Kill. High cards in a suit are "killed" when they are led through and captured.

Killing. Severe defeat of a contract.

Knock (together). When both opponents are compelled to play unguarded high cards on the same trick, the high cards are "knocked together."

Large Slam. Grand slam.

Lead. To play the first card of a trick.

Lead From, Through, Toward, Up To. Any lead is "from" the leader's hand, "through" the hand on the left, "toward" the one opposite, and "up to" the one on the right.

Lead-directing Bid. One made to direct the partner in case opponents get the contract.

Leader. The first player to any trick.

Length. Four or more cards in a suit. See **Strength.**

Line. Points for tricks are entered *below* a horizontal line on the score card, while all other points are scored *above* that line. See also **Honor-score.**

Little Slam. See **Slam.**

Long Cards. Those remaining in a player's hand after all other cards of the suit have been played.

Long Suit. One in which a player originally held four or more cards.

Losing Card. One which cannot be made to win.

Love Score. Nothing scored.

Major Suit. Hearts or Spades.

Major Tenace. See **Tenace.**

Make: (a card) win a trick with it; (a suit) establish it.

Make Up the Cards. To shuffle the pack for the next deal.

Making Up a Table. Assembling four or more candidates and drawing for places at table, partners, etc.

Master Card. Highest unplayed card of a suit.

Mayonnaise. Old name of Goulash.

Meeting of Minds. See **Slam Bidding.**

Member. One of six players who constitute a complete table.

Memory Duplicate. A form of Duplicate in which the hands are overplayed (played again) by the same players.

Minor Suit. Clubs or Diamonds.

Minor Tenace. See **Tenace.**

Mis-cut. False cut.

Misdeal. One characterized by some irregularity or illegality.

Mis-draw. False draw.

Negative Double. Same as informatory double.

Net Points. The total points of the winners of a rubber minus the total points of the losers.

Net Score. Same as net points.

Non-Danger Hand. Hand opposite the Danger Hand.

North. In conventional diagrams, dealer's partner.

No Trump. A hand in which all suits are plain suits.

Nullos. An unauthorized, and now obsolete, form of the game in which points were scored for losing instead of winning tricks.

Obligatory Duck. Third hand holding second best of a suit, and knowing that Fourth Hand holds best, and that Partner does not hold third best, should duck card played on his right.

Odd Tricks. Tricks won by Declarer after he has won six tricks.

Open Hand. Dummy. See Closed.

Opening Lead. First lead of a suit (by any player). See also Initial Lead.

Opponent. Antagonist. See Adversary.

Original Bid. The first bid made.

Original Lead. Initial lead.

Outgoers. Those who draw low and sit out the next rubber.

Over, Under. A player sits "over" the player on his right, and "under" the player on his left.

Overbid. Any legal bid after the first bid.

Overcall. Overbid.

Overplay. See Duplicate, Memory.

Over-ruff. To over-trump a player who has ruffed.

Overtricks. Tricks won by Declarer in excess of his contract.

Pack. A correct pack consists of fifty-two cards, divided into four suits of thirteen cards, each suit containing one card of each denomination. An imperfect pack is one containing one card (or more) soiled, torn or in any way so marked that it may be identified from its back.

Partner. One of two players who constitute a side and have common interests.

Partnership. Two players who constitute a side.

Pass. To forego the opportunity to bid, double, or redouble. See also Business Pass and Informatory Pass.

Penalty. An advantage accruing under the Laws to one side by reason of a breach of the Laws by the other side.

Perfect Pack. See Pack.

Pianola Hand. One requiring little or no skill to play.

Plafond. French name for Contract.

Plain Suit. Any non-trump suit.

Play. That which begins after the end of the Auction and ends when the Hand ends.

Player. One of the four members of a table who play the current rubber.

Playing to the Score. Planning the bidding or play of the hand with respect to an existing score and not as it would have been planned with score at love.

Points. Amounts scored. See Net, Total.

Post Mortem. Discussion of a hand after it has been played.

Pre-emptive Bid. A bid designed to shut out other bids.

Preference Bid. A bid made to show preference for one suit over another, rather than strength (in case partner has bid a two-suiter).

Premium. Bonus.

Progressive. A form of play in which one-half of the players move from one table to another.

Protected Suit. One containing an Ace or guarded high card.

Protection from Revokes. When the Dummy player leaves the table temporarily, the adversaries may not claim a revoke penalty unless they call Declarer's attention to his failure to follow suit. Also called **Courtesies of the Table.**

Push. To overbid for the purpose of inducing the opponents to assume a losing contract.

Quick Trick. A card (or combination of cards) which will win on the first or second round.

Quit. A card or turned trick is quitted when the player no longer touches it.

Raise. To advance partner's bid. See **Advance.**

Raiser. A strong suit, high card, singleton or the like which helps to justify a raise.

Rank of Cards. Their relative values in winning tricks and drawing.

Rank of Suits. Their relative values in drawing and bidding.

Re-bid. A second (higher) bid of a player's own previous bid.

Redouble. Double of a double.

Re-entry. A card which will take a trick and enable a player to regain the lead.

Refuse. To fail to follow suit. See **Renounce, Revoke.**

Renounce. To refuse when able to follow suit. See **Revoke.**

Rescue. To take out a partner whose bid seems likely to result badly, or to bid another suit after a partner's bid has been doubled.

Reverse Bids. An unauthorized, and now obsolete, form of bidding by which the rank of cards was reversed, Ace being low, and Deuce high.

Revoke. To renounce and fail to correct the error in time to avoid the penalty.

Round. Dealer's first declaration starts the first round of bidding; his second, the second round, etc.: the first lead of a suit starts the first round of that suit; the second lead of the suit, the second round, etc.

Rubber. Two games won by same side.

Rubber Bonus. In Auction, points allowed to winning two games to one or two to nothing. In Contract this bonus is called a Premium, and is greater for winning two to nothing than for winning two to one.

Rubber Game. The third game of a three-game rubber.

Ruff. To trump a lead of a plain suit. A **Cross Ruff** occurs when each partner leads a suit which the other can ruff. See also **Over-ruff.**

Ruffing Out. Trumping the low cards of a suit before playing its high cards.

Rule of Eleven. See **Fourth Best.**

Run (a suit). When holding two or more winning cards of a suit, to lead them all.

S. O. S. (redouble). Redouble made after a business pass to indicate weakness rather than strength.

Score. See **Net** and **Total.**

Score Sheet. Sheet on which all points are entered.

Seat. Place at table.

Second Hand. See **Hand.**

Secondary Bid. Bid made by player who has previously passed.

See Saw. A cross ruff.

Semi-Two-Suiter. A hand containing one 4-card and one 5-card suit, either strong enough for an initial bid.

Senior. Player at Declarer's left.

Sequence. Two or more cards in proximate relation as to denomination.

Set. To defeat (the contract).

Set Declaration. See **Slam Bidding.**

Settling. Verifying the respective net scores of the two sides.

Shift. Bidding first one suit and later another.

Short Suit. One in which the player originally held three cards or less.

Shuffle. To mix the cards preparatory to dealing.

Side. Two players playing as partners.

Side Suit. A suit containing support for the suit being bid, or for the trump-suit.

Signal. An irregular but conventional play intended to convey information.

Simple Honors. Three honors. (Obsolete term.)

Singleton. An original holding of a single card of a suit. See Doubleton.

Slam (or Grand Slam). Winning thirteen tricks after a bid of seven. See Small Slam.

Slam Bidding. In Contract, special bidding conventions used by partners to arrive at a slam contract, after they have determined their best declaration by conventional bidding. The determination of the best partnership declaration is called "setting the declaration" or "meeting of the minds."

Small Slam. Winning twelve tricks after a bid of six.

Solid Suit. One of such length and strength as to be practically sure of winning every trick in that suit.

Solus. A card is solus when it is a singleton.

South. In conventional diagrams, the dealer.

Spread. (n) A hand which Declarer can show in proof of his ability to win all thirteen tricks. (v) To "claim the rest."

Squeeze Play. Leading winning cards until an opponent is compelled to unguard a suit by discarding.

Still Pack. The pack not being used in the deal or the play of the hand.

Stop. To prevent an adverse run.

Stopped (suit). Guarded.

Stopper. Card which will stop a suit.

Strength. High cards. See Length.

Strengthening Card. A medium card played to draw adverse high cards.

Stripping. Elimination.

Substitute. A player who temporarily takes the place of another during a rubber.

Sufficient bid. One which is higher than the last previous bid.

Suit. The thirteen cards of a kind; Clubs, Diamonds, Hearts or Spades.

Suiting Out. (1) Elimination; (2) Ruffing Out.

Sure Trick. A card (or combination of cards) which must win a trick if the suit be continued.

Symmetry. The theory that a certain formation in one hand makes probable certain concomitant formations in the other three hands.

Table. A group of four, five or six members who furnish the players for a series of rubbers.

Take-out. The overbidding (in a different suit) of partner when no adverse bid has intervened. See **Jump.**

Tenace. A card with the next higher but one, or the next lower but one, of the same suit. **Major tenace,** Ace-Queen; **Minor tenace,** King-Jack; **Double Tenace,** Ace-Queen-Ten. **Imperfect Tenace, Vice Tenace,** Ace-Jack, King-Ten, etc.

Third Hand. See **Hand.**

Thirteener. Card remaining when twelve of the suit have been played.

Throwing the Lead. Playing a card which compels another player to take the trick.

Tierce. Three cards in sequence. Tierce Major, Ace-King-Queen; Tierce Minor, King-Queen-Jack.

Top of Nothing. Highest card of a holding which contains no card of that suit higher than the Nine.

Tops. Aces and Kings.

Total Points or Score Trick-score plus honor-score.

Touching Honors (or Cards). Two or more in sequence.

Trick. Four cards legally played, beginning with a lead.

Trick-score. (1) Total points won by odd tricks and counted toward game. (2) The place on the score sheet where points for tricks are entered. (See also **Honor-score.**)

Trump. (v) To play a card of the trump suit upon the lead of a plain suit. To ruff.

Trump Suit. A suit designated by the bidding to be so called; any trump is a winner as against any card of a plain suit.

Two-suiter. Hand containing two suits both strong enough for an Original Bid.

Unblock. Getting rid of high cards so as to avoid being left in the lead.

Under. See **Over.**

Underplay. To duck.

Undertricks. Those won by adversaries beyond their book.

Void (of). Holding none of (a suit). See **Blank Suit.**

Vulnerable. In Contract, a side is vulnerable when it has won one game. When the game score is one-all, both sides are vulnerable.

West. In conventional diagrams, the player on dealer's left.

Winning Declaration. Final declaration.

Yarborough. A hand which contains no card higher than a Nine.